THE PLAYSTATION 3 MAGAZINE

PSM3

June 2007
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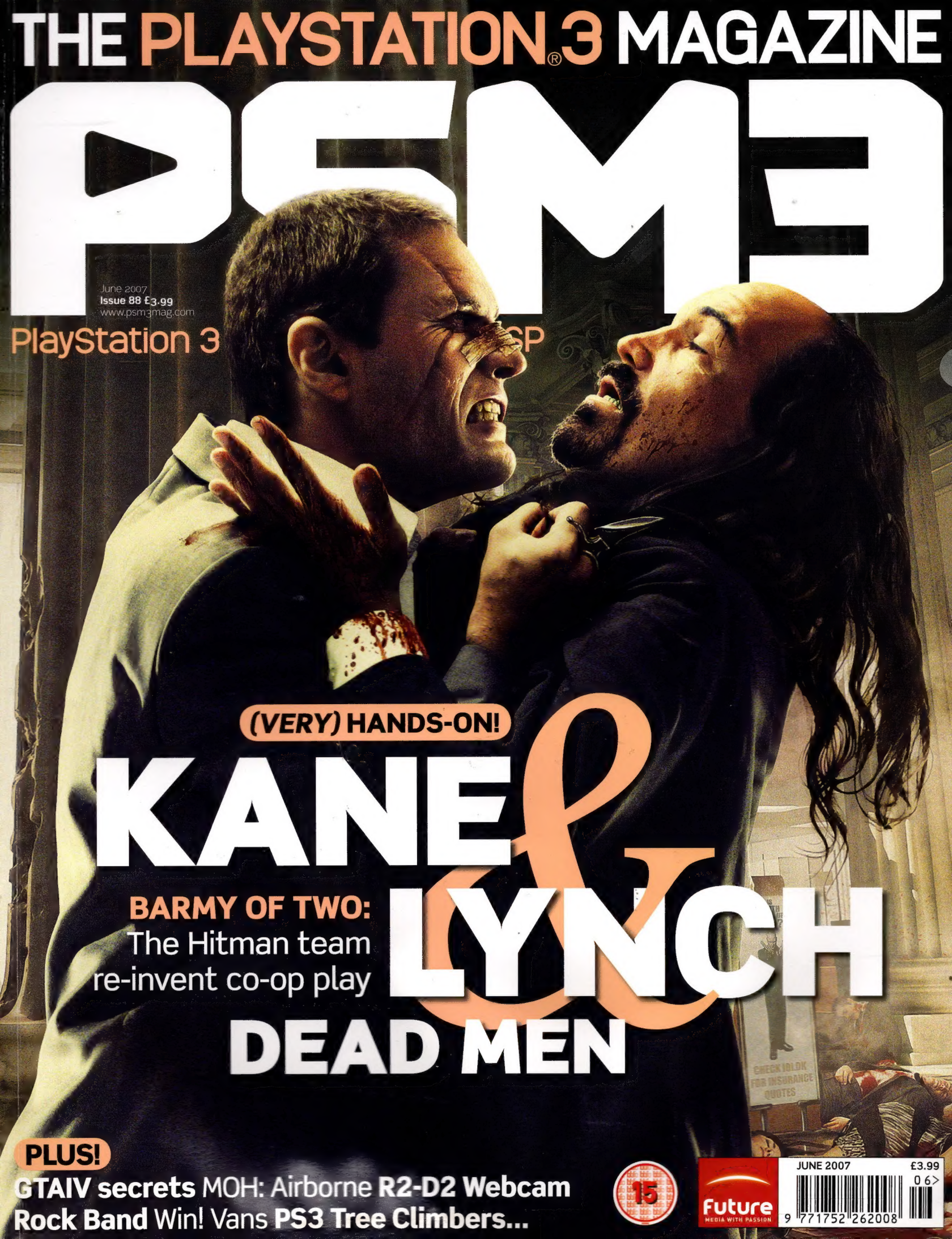

(VERY) HANDS-ON!

KANE & LYNCH DEAD MEN

BARMY OF TWO: The Hitman team re-invent co-op play

PLUS!
GTAIV secrets MOH: Airborne **R2-D2 Webcam**
Rock Band Win! Vans **PS3 Tree Climbers...**

15

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FINAL FANTASY® III

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PSM3 Start

"The forbidden genre that will save next-gen"

'Sequels' represented everything that was wrong with the PS3 launch line up – with so-so ports of Xbox 360 games like *Call of Duty 3* and lazy tripe like *Full Auto 2*. But only months later, games like *Medal Of Honor: Airborne* (Read our surprising hands-on on Page 32), *Sega Rally* (Now *that's* next-gen mud) and, yes, *Smackdown Vs Raw 2008* are aggressively re-invigorating franchises that had become token yearly updates. Of course, there's one sequel *no-one* can ignore. *Grand Theft Auto IV* goes back to its roots on page 54, crafting a denser, more interactive world, rather than expanding and stretching its limits. Tighter, more-focused experiences are what next-gen is about – we can't dismiss the future for sins of the past.

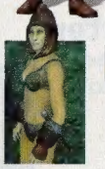
Daniel Dawkins Editor
psm3@futurenet.co.uk

In the making of this issue of PSM3...
28 torturous days waiting for cover art
1 new DVD
Several million words of *GTAIV* speculation

The PSM3 Promise

The sharpest opinions
Every bit of the magazine is dedicated to giving you more information. If we're worried that a feature in a game isn't working, we'll not only tell you about it, but we'll have a word with the developer too.

The biggest games
Fact is, if a game makes it into the pages of PSM3 then it's something worth knowing about. PSM3 says no to lazy page fillers and boring 'me too' games.



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We finish every game we review. Our secrets are the result of us playing the game and finding them ourselves. We've got what you want to know and tell you how you want to hear it.

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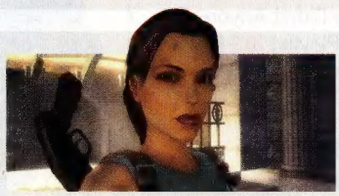
Three to read first...

"PS3 will offer people the chance to become reality TV stars"

How **Home, Rock Band** and more can make PS3 gamers famous – page 10



"A fitting tribute to gaming's first lady"

Tomb Raider Anniversary reviewed – page 66

"The air becomes electric with excitement and opportunity"

That **GTAIV** trailer torn apart. *Everything* you need to know – page 54

PSM3 June 2007 Issue 88 psm3mag.com
The PlayStation 3 Magazine

Start

10 Frontline
PlayStation 3 can make you a reality TV star – or can it? Prepare for a shot at stardom with *SingStar*, *Rock Band* and more.

22 Kane & Lynch COVER FEATURE
The people behind *Hitman* give us a PS3 exclusive look at the two maddest men ever to hit console screens. First Hands-on verdict plus unseen levels.

32 Previews
Medal Of Honor: Airborne **32** Sega Rally **36** Little Big Planet **38** Devil May Cry 4 **40** The Club **42** WWE Smackdown Vs Raw 2008 **44**

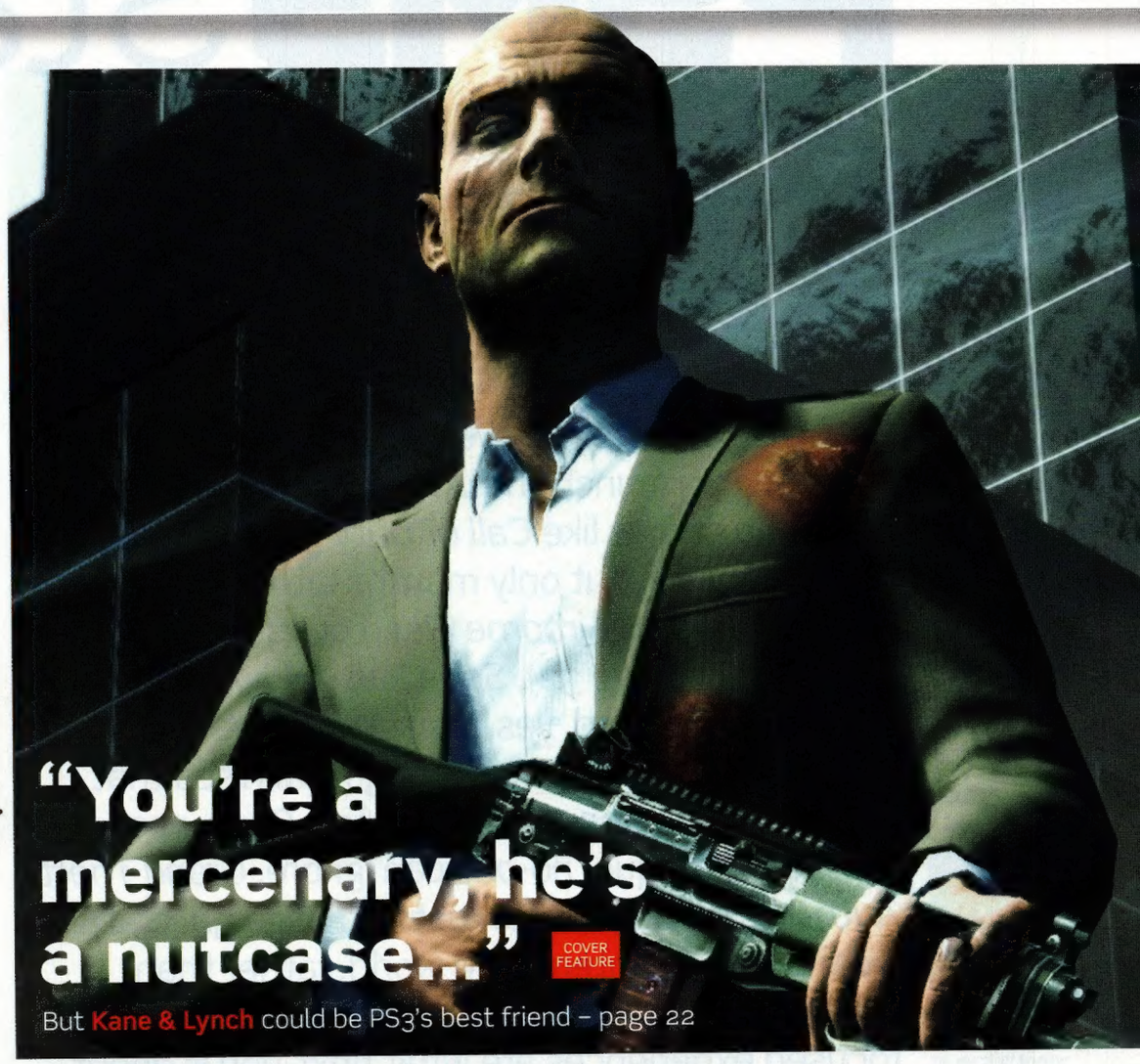
46 Your Space: Letters
Rants, raves, texts and rumbles from readers. Plus find out who's made it into the MySpace Top Eight this month.

50 Reader Critic
You think reviewing is easy? You try it. This month, you're casting a critical eye on *MotorStorm* and *Fahrenheit*, among others.

51 YouTube
The greatest gamer vids around. See a PS3 get chucked over Niagara Falls. Madness.

52 Subscriptions
Never miss an issue. Just fill out this form and relax. Comfy? Good.

54 GTAIV SPECIAL FEATURE
You've seen the trailer. Now watch us tear it apart, bit by bit, to reveal the truth about the biggest sequel in the world.



"You're a mercenary, he's a nutcase..." COVER FEATURE

But **Kane & Lynch** could be PS3's best friend – page 22

65 Reviews

Tomb Raider Anniversary	66
Splinter Cell: Double Agent	70
Rogue Galaxy	74
Crush	76
Free Running	78
Gunpey	80
SBK-07 Superbikes Championship	81
Asterix & Obelix XXL2	82
Enchanted Arms	82
After Burner: Black Falcon	82
Buzz: The Mega Quiz	82
Sega Golf Club	82
NBA 2K7	83
NHL 2K7	83
PSM3 Awards	83

84 Extended Play
Playing PlayStation longer, harder, deeper.

84 Celebration
The evolution of the *Need For Speed* series. Strap on your seatbelts.

86 Genius
The ten most astonishing moments in the equally astonishing *Oblivion*.

90 Exploits
The most devilishly hard-to-find characters in *Lego Star Wars II*.

92 Secrets
Blowing a man's head open with your mind in *Psi-Ops*.

95 Easter Eggs
With *Mafia*, *Tony Hawk's Underground* and *Spider-Man 2*.

94 Face Off
Mr T gets a beating in *Def Jam: Icon*.

96 Online
Taking the war online in *Resistance*.

98 Classic
Why *Hitman 2* has gaming's best missions.

100 Nation
Why PlayStation destroys childhood.

102 Browser
PS2 Playlist **102** Why Didn't Anyone Buy...? **103** Charts **103** PSP Playlist **104** Nice Apps **104** Release Schedule **105** PS3 Playlist **106** Movies **107** Music **107** Object Of Desire **107**

113 Next Month
All the goodies in issue 89.

114 The Last Laugh
GTAIV's Roman revealed.

See Double Agent on page 70

"Finally, Medal Of Honor has evolved"

Why **Airborne** may – shock – be the best war game on PS3 – page 32

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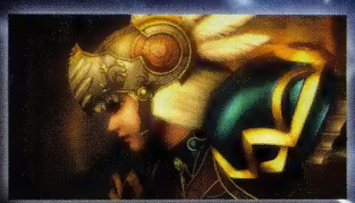

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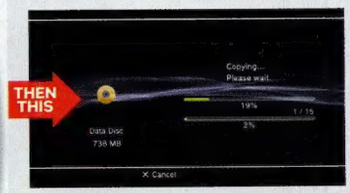
ARMY OF TWO
Hot HD footage of EA's spectacular shooter
15
LITTLE BIG PLANET
PS3's maddest game exposed
DEVIL MAY CR
All-new
CAN'T se
Loaded with super quality 720p HD PS3 video files!
FEATURING Skate | Stuntman: Ignition | The Darkness | Spider-Man 3 | Battlefie
Fantastic Four: Rise Of The Silver Surfer | Tomb Raider Anniversary | Rogue Galaxy

SIDE 2: HOW TO

Copy your HD files onto your PS3

Step one
You need to download the hi-def movies onto your hard drive to view them properly. Insert Side B of the disc into your PS3, then click across to Video on the cross-media bar.



Step two
Select the disc and press Ⓐ. Choose Display All from the menu, and highlight the trailers you want to Copy and download.

Step three
The trailers will download to your hard drive in a few minutes or less. When they're done, they'll appear as rolling video thumbnails – click ⊗ to play your chosen HD movie. Enjoy.

PS3, PS2 & PSP footage

SIDE A: DVD FOOTAGE Our traditional DVD trailers contain loads of treats. See *Skate*, *LittleBigPlanet*, *Oblivion* and, erm, *Go! Sudoku*, among loads of others. Just slide the disc into your DVD player.

Skate
EA's newie has the potential to be a *Tony Hawk* beater. See how good it looks right now.

LittleBigPlanet
Cute, co-operative and competitive, *LittleBigPlanet* could be one of the best online games around.

+ The Darkness | **Army Of Two** | Oblivion | **Fantastic Four** | Tiger Woods | **More**

PS3 HD video files

SIDE B: PS3 HD FILES Our brand new HD files – which need to be downloaded to your hard drive (see above) – explode onto your screens in glorious hi-definition this month. *DMC4*, *GTAIV*, *Home*... savour the leap in quality.

Devil May Cry 4
Our exclusive HD gameplay trailer shows *Devil May Cry 4* being thrashed by a Capcom expert. Ow.

Grand Theft Auto IV
It's *that* trailer, in glorious high definition. Watching it on a 42" Bravia makes all the difference...

+ Battlefield: Bad Company | **Spider-Man 3** | Warhawk | **The Outsider** | More

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Why PS3 games want to make you famous

Could 'reality gaming' make you the next Chantelle... or Star Wars Kid?

Problem: everyone and their mother wants to get famous. Solution? Simple: with the next generation of consoles set to bring huge swathes of consumers online and share content with each other, simply offer them the chance to become reality stars within their own homes.

Typically, EA are leading the charge, teaming up with Big Brother creators Endemol on a project to let gamers play online versions of shows like Fame Academy and Deal Or No Deal.

Virtual Me, to launch later in the year, will let you create 'lifelike cyber-clones' and pit them against other players on the net. As Peter Bazalgette, Endemol's chief creative officer points out, "People are starting to spend more time online than they are watching TV. Our opportunity is to develop ideas that embrace the way people consume content today."

Do it yourself

The internet is slowly being taking over by user-generated content, and the next generation of games are set to leap onto the bandwagon. Strictly speaking, this is nothing new – YouTube's already jammed with *Manhunt* speed runs and people five-starring Freebird on Expert in Guitar Hero – but including options to share impressive feats from within games themselves will streamline the process. Again, EA's first to the party with their GamerNet service, set to debut by letting *Tiger Woods '08* players save replays of their best shots and chips for others to browse. *Skate* – with its video editing options – is sure to follow suit, so you'll effectively be able to craft your own highlight reels and share them online. Meanwhile, Harmonix – makers of *Guitar Hero* – have already confirmed that you'll be able to find bassists and singers online in their upcoming *Rock Band*, presenting the possibility of putting out a single with people you've only ever chatted to on the interweb. With YouTube already starting to create minor celebrities – Google

You have been evicted... virtually

It's not the first time Endemol have experimented with internet reality TV – last year, virtual world *Second Life* played host to its own version of Big Brother, with 15 residents of their BB house required to spend at least eight hours a day online and craft recreations of famous landmarks as 'challenges'. Winner Madlen Flint scooped a virtual island worth nearly $2,000.

ON THE DISC
Home is on the hi-def disc this month
Zak Scaryeyes, 11, Buenos Aires
BASS GUITAR
Haydon Lenkhahr, 26, Berlin
RHYTHM GUITAR/LEAD VOCALS

Kiss off Games like *Rock Band* will allow you to form your own group with people from around the world. Fame may be yours.

Lonelygirl15 or Ask A Ninja if you think we're making this up – it could only be a matter of time before the most entertaining gamers become stars in their own right.

Is all this a good thing? Well, this trend could make games much more popular... and socially acceptable. As Alex Krotoski – former Bitz girl and current Guardian games-blogger – says, "I love it. It's the only way to make sure games break out of their shells and become relevant and exciting to the mainstream." Your mum might never play *God Of War*, but will she be interested in watching a load of strangers yelling out ska-rock cover versions of My Humps? Um, maybe. Either way, it represents one more step on the road to global domination for videogames. And it could even make you a 'star'. Time to dig out that EyeToy camera...

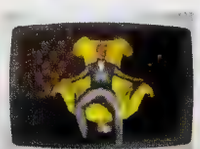
Pub EA | **Dev** EA/Endemol | **ETA** October

Narcissism — The top five 'fame' games

Which upcoming PS3 title gives you the best shot at the big time?

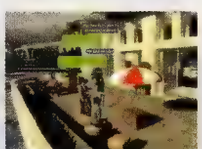
SingStar

If you've got an EyeToy camera, PS3 *SingStar* will let you upload video of yourself singing to Sony's dedicated site. From within the game, you'll be able to rank other users tunes, with prizes for the best . **Will it make you famous?** For some people, a new take on Life On Mars might garner short-lived celebrity.



Virtual Me

Virtual Me will let you play 1 Vs 100, Fame Academy and popular Spanish Pop Idol ripoff Operacion Triunfo online, forming 'real relationships with other virtual avatars'. It says here. **Will it make you famous?** So, Noel, you'd like us to play your stupid random game without the incentive of any real cash? No deal.

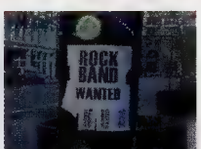


Home

Virtual world *Second Life* already has rock concerts and at least one real-life millionaire – but can Home do the same? Restrictions on user-made content might scupper creativity. **Will it make you famous?** If you're expecting groupies to flock to your *Killzone 2* trophy cabinet, you might have a long wait.

GamerNet

This will work in conjunction with EA's Game Face to let you upload your efforts at games like *Tiger Woods* – mugshot attached to an avatar – and bask in 'glory'. **Will it make you famous?** We've spent hours poring over *Guitar Hero* runs and videos of *Street Fighter* tournaments. How many players can we name? Um...



Rock Band

You'll be able to recruit band members online and, presumably, upload your efforts to be viewed and critiqued by your peers. **Will it make you famous?** Whether people will like your swamp-rock cover versions of Barry Manilow songs is uncertain. If you make something blinding, though, fame may await.

ON THE DISC
PS3 launch games reviewed on the disc this month

The Opinionator

"Sorry, but a serious *GTA* will be a better *GTA*"

For all the complaints about *GTA* turning people into killers, it's essentially very unrealistic. The cartoony characters, ridiculous physics, comedy radio stations, corny puns and preposterous mission objectives are hardly the stuff of Scorsese. But that's all changed because *GTAIV* has taken a turn for the serious. An early San Andreas trailer showed CJ leaping over exploding trucks in a motorcycle to the tune of Welcome To The Jungle, but the *GTAIV* teaser is a lot more subdued, featuring a down-and-out Eastern European immigrant in a realistic version of New York City.

Not so daft

Now, what this means is that the stuff we enjoyed in the old *GTA*s – flying around in a jetpack wearing a Groucho Marx mask and firing uzis – won't make the transition to PS3. Nor will flying planes, or anything that's uncharacteristic for the protagonist, Niko Bellic. He's serious – he's got a *beard* – plus he's just arrived in the city with barely a penny to his name. Would it make sense if a bloke who's literally just stepped off the boat was flying Lear jets around and base jumping? No. It'd be totally at odds with the game's moody, dark new look.

Real thing

And you know what? We're glad. We've had five games of outlandish foolishness and 'bonkers' radio stations. We're ready for something mature. We want dark, filmic cut-scenes and realism. That's not to say it has to be dull, but we think it's good that *GTAIV* is more low-key, and that there aren't any planes or jetpacks in it. There will be elements that have made the series famous – funny billboards and the like – but we expect Rockstar's love of gritty US cinema to shine out like never before.

Andy Kelly

Myth-Buster

SEEN THIS? It's very difficult to develop for PlayStation 3.

THE TRUTH Wrong. Julian Eggebrecht, president of *Lair* creators Factor 5, says this is rubbish. He slams certain developers for carping on about Xbox 360 being easier to work with. "Microsoft created the 360 engine with a unified memory architecture in mind, with the embedded frame buffer with its advantages and disadvantages, and not thinking too much in early stages about multicore. If you try to get that over to PS3, you're in for a bad surprise". Basically, what he's saying is that it's the lazy developers that just port everything over are the ones complaining. He adds that "they could go on forever optimizing for PS3, as the Cell chip is pretty limitless". So listen up, developers – stop hiding behind excuses and start making good games.

Thrill List

The latest news on PlayStation's hottest games, every issue

1 Transformers

Gameplay no longer in disguise

In marketing buzz-word speak? It's *Hulk: Ultimate Destruction* with robots – and as comfortably playable, and mildly disappointing as that suggests. The Transformers themselves – we've seen Bumblebee, who turns into a racy Chevy Camaro, and not a cosy VW like the comics – are delicately detailed, transforming in nano-seconds, allowing you to tear around the city, *Driver*-style, before ripping up scenery. You can pick up, and destroy, almost anything. Jury's out – the concept is a little 'safe' at the moment. Extended play may yield pleasant surprises.

Pub Activision | **Dev** Traveller's Tales | **ETA** July

Stormtroopers See the Stormtroopers fly. Looks really nice, doesn't it?

"We're rewarding art, not just violence"
Who won the PS3? page 14

"You can pick up, and destroy, almost anything"

The Decepticons can fly over the free-roaming city, but at curiously low heights.

2 Haze
The plot thickens...

There's a mock-serious Mantel Global Industries teaser website up now, the shady organisation at the heart of *Haze*. It promotes, their own TV station, MTL Network and the Nectar energy drink. (See mantelglobalindustries.com). More interestingly, the once-secret Nectar-powers include Nectar Focus, Nectar Foresight, Nectar Perception and Melee Blast – read: 'Matrix-slo-mo', 'See the future', 'See through walls' and 'Smart bomb'. Expect four-player online co-op, and a 'Disparity Rendering System'. Eh?

Pub Ubisoft | **Dev** Free Radical | **ETA** November

3 Brave Arms
Stealth plus happy pills

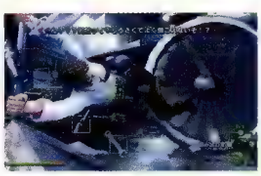
Ninja Gaiden meets *Splinter Cell*, with a spot of *MGS*-style close-quarters combat thrown in, apparently. Set in 2025, the story's a fairly standard 'overthrow the oppressive regime' affair, made more interesting with the inclusion of something called 'Prozac orbs'. It looks intriguing, if a little grey. If it can live up to its promise, we'll be happy.

Pub Namco Bandai | **Dev** Proj Ace | **ETA** Nov

4 Chain Limit
The first *real* stunt game?

Stuntmen, whatever certain car games may suggest to the contrary, tend to do more than just plough Bentleys into the sides of lorries. *Chain Limit* looks like it'll be a proper stuntman game, offering lots of ridiculous set-pieces like escaping from sinking cars, leaping from burning buildings and avoiding being sucked into a massive jet engine. Expect frantic action mixed with puzzley bits and Bemani minigames – we reckon we'll be tapping at buttons to haul ourselves away from the engine, for example. All *Chain Limit* has to do now is be worthy of its excellent concept.

Pub Namco Bandai | **Dev** Project Ace | **ETA** Oct



Brave Arms, Chain Limit, Katamari
Three intriguing looking new games, each one very different.

5 Beautiful Katamari
Sticky ball fun returns

As we said last month, *Beautiful Katamari* will not be moulded by the hands of Keita Takahashi, like previous games in the rolly-bally collect-'em-up series. We're promised larger levels, more Cousins to play with and an online mode. We've no idea how that's going to work, but a new *Katamari* is always a joy. We just hope Namco can replicate the Takahashi spark without the man himself on board. Visuals are reassuringly solid, mind.

Pub Namco Bandai | **Dev** Namco Bandai | **ETA** October

ON THE DISC
We'll be putting some entries on the disc next time

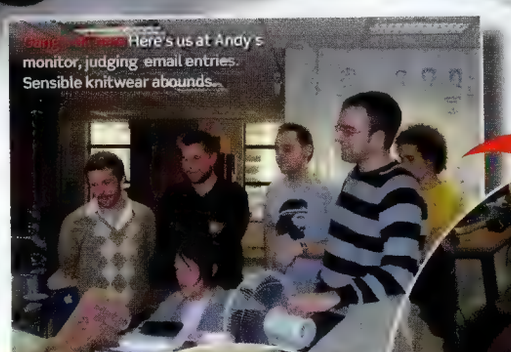
Eyes on the prize This is Joel, back from Japan with a different PS3 to the one we're giving away.

PS3 REPORT

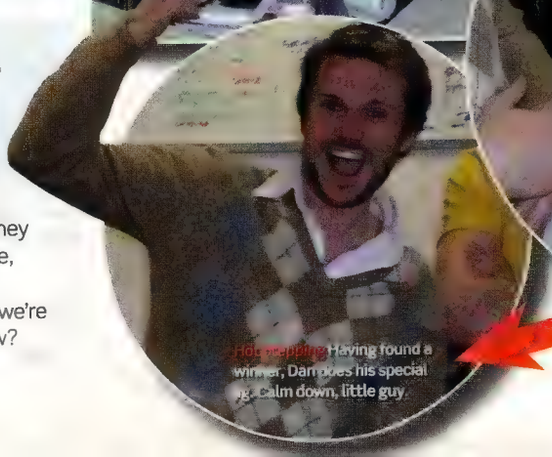
Win a PS3 – The Results Are In

Yes, we know it's late – but, finally, the winner is revealed...

Way back in PSM#83, we sent PSM3 Japanophile Joel Snape to, well, Japan to pick up a PS3 on launch day. The plan was to offer this PS3 to the reader who could impress us most. The quality of entries was a bit variable, mind, and rarely anything to do with PS3. Not, mind you, that we said they had to be. Anyway, in a twist of irony worthy of Alanis Morrissette, we're not giving away the Japanese machine after all. It's a bit scratched and battered after a few weeks in our office. Instead, we're giving away a shiny new UK unit with loads of games. Happy, now?


Sanguine Here's us at Andy's monitor, judging email entries. Sensible knitwear abounds.

Feeling blue The quality of entries makes Andy sad. Nothing new there.


Hot property Having found a winner, Dan rubs his special bag. Calm down, little guy.

"Score massive points with our PSM3-branded league"
PES rankings page 18

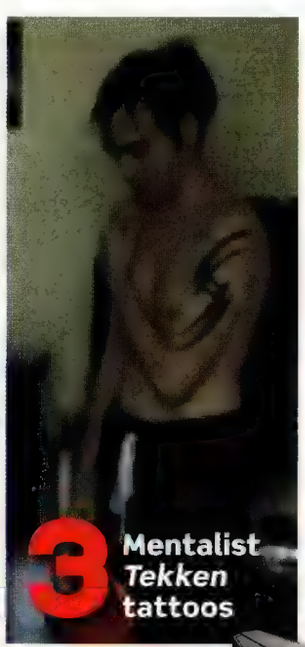
PS3 RESULT

Sweary comics, Tekken tats and the future of fashion

If you're in our top five entries, pat yourself on the back

1 Brutal, brilliant comic book

2 Fashionable PS3 T-shirt

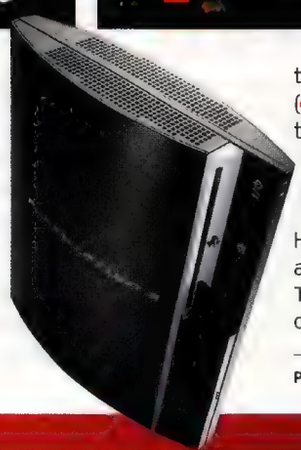


3 Mentalist *Tekken* tattoos

4 Chirpy PSM3 tune

5 Well-made PS3 model

This is a bit violent," opined Andy of winning entry (1) **The Assassin**, a comic created by Ryan Cleary of Derry. Incredibly brutal as it may be, The Assassin's a remarkably gripping, well-paced, nicely-designed, *funny*, read. So before some of you get on your high horses, we're rewarding artistic talent, not mindless swearing and violence. Although we'd be lying if we said that hadn't helped... Taking second place was Thomas Blears, with this ace (2) **PS3 T-shirt.** We can picture Lily Cole strolling down the catwalk wearing it, and Andy reckoned Nathan Barley might don one. If not, we'd at least wear one to slob about the house in on a Sunday afternoon, playing *MotorStorm* and eating chips. In third is a chap enigmatically known only as Connor, who videoed himself (3) **getting tattoos like Jin from Tekken.** Not just the tattoos, mind. He also gets his hair done and – cough – chest waxed. It looks very painful. And he didn't even get a PS3 at the end of it. Top effort, though. In fourth it's Tilo Hall of Norwich's (4) **PSM3 theme tune.** "PSM3, they write the best reviews," chirrups Tilo happily, before the song breaks down into an alarming faux-Slipknot noise. And finally, it's (5) **a PS3 model,** created by Bradley Hope, and displayed here by Daniel, Sammy and Becky, who may or may not be family. This could be the most wholesome photo of all time. Well done, Bradley.



Pub Sony | **Dev** Sony | **ETA** Out now

What the? The entries that baffled us

We're not sure what some of you were thinking...

Spidey and Iron Man

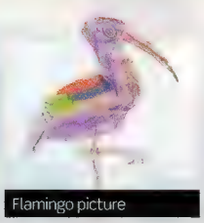
Andrew Gallivan sent us this sketch of Spider-Man and Iron Man, both studiously ignoring the PS3. Why aren't they fighting over it, or at least sitting down side-by-side for a game of *Virtua Tennis*? Superheroes these days, eh? Hopeless.

Mario and Toad

"I don't think this kid had PS3 in mind when he made that," suggested Dan of Stefan Mazzotta's pic of Mario and Toad. That's *Nintendo's* Mario and Toad. But isn't Mario tall? His head is literally in the clouds. Call air traffic control.

PlayStation 2 mural

It's a mural of a PlayStation 2, painted on a bedroom wall. We can't imagine that Tom Harding's mum was too impressed by this, but we were. A bit, at least. We don't like to think how long it took to clean it all off, mind. Sterling effort, though.



Flamingo picture

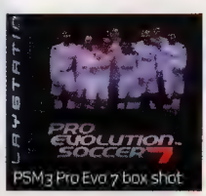
"I couldn't decide what to draw," said someone whose scrawl is too indistinct to read. "So I just drew this simple thing." In other words, someone just sent us their art homework and expected us to reward them for it. How lazy? Very.

Overblown action

Calum Hall sent us this picture of the PlayStation logo made out of coloured paper. You lot are really into making a mess of your mums' houses, aren't you. Still, it's pretty, but we hope there weren't any sudden drafts afterwards.

Worst effort of all

Oh, Colin Kent of Surrey. This was the worst, lamest, laziest entry of the lot. You've just cut your head out of a photo and glued it over Joel's mug. While visually an improvement, we think you should send *us* a PS3 for wasting our time.



PSM3 Pro Evo 7 box shot

Although both Dan and Nathan made cases for Jay Singh's picture of them and their football team as the *PES7* box shot to win, the rest of us shouted them down. Still, kudos to Jay for just briefly letting Nath and Dan fulfil their fantasies.

ON THE DISC
God Of War 2 is on this month's disc

Why We Love...

Dave Doak

Bearded *GoldenEye* ace sets next-gen FPS tempo

What has he done?

The Belfast-born designer got his big break at Rare, where he worked on games for Nintendo consoles, like *Perfect Dark* and N64 classic *GoldenEye* – still thought of as one of the best first-person shooters of all time. He left Rare in 1998 to form Free Radical, creating the epic *TimeSplitters* series and the cruelly overlooked *Second Sight*.

Why we like him?

In an industry crippled by me-too games and 'safe' marketing-led decisions, Dave takes risks. He had the balls to jump ship from the comfort of Rare and set up Free Radical. When everyone was making story-driven *Half-Life* beaters, he made arcade-style shooters like *TimeSplitters*. Free Radical are one of the few truly independent UK developers, unafraid to swap publishers to protect their ideas – famously jumping ship to Ubisoft after (in our view, at least) EA botched the marketing of *TimeSplitters: Future Perfect*. He's also unafraid to speak his mind, and he's the only man we know who shares our views on EA's impressive, but unedifying, *Black*.

What's he doing now?

Working on mysterious PS3 shooter *Haze*. Let's hope Free Rad aren't compromised by Ubisoft's rigid brand control.

Who are you?
Name David Doak
Role Director
Key Games *GoldenEye*, *TimeSplitters*, *Second Sight*, *Haze*

The Insider

He's the man who knows too much...

The PSP 'sequel' to *God of War 2* has been confirmed, with **God Of War: Chains Of Olympus** pencilled in for a late 2007 release, but it's actually a prequel to Kratos' original outing. Talk of a PS3 version is rumbling along nicely – Lead Programmer on *GOW2*, Tim Moss, has been quoted saying he "expects that there will be a lot of pressure to hit the 1080p mark" but suggests that displaying the game in True HD *and* at 60fps, might be too difficult.

Mortal Kombat creator Ed Boon says that the next instalment is "going to be real serious and a lot more realistic looking". Yikes. A super-real *Mortal Kombat* is going to have difficulty getting past the censors. They may have to create a new rating system just for this game alone.

"*Mortal Kombat* is 'going to be a lot more realistic'"

On a lighter note, EA are about to unveil **FIFA 08** and the next episode in the **Need For Speed** series. More next month. Everybody's favourite 2D scrapper **Street Fighter** is set for a HD make-over. Ryu looks like he'll be in amazing shape for *Super Street Fighter 2 Turbo: HD Remix* and – judging by leaked images showing off the manga-perfect new characters – it's as impressive as any of the *Dragon Ball Z* games. It turns out that **Tony Hawks Project 9** – name change pending – will be more like *Skate* than EA would have you believe, to the point you'd swear they'd read each other's design documents. Expect loads of new 'Nail the Trick'-style innovations, unique boarder types and full, online-sharing, video-editing. Check back next month for an exclusive look at Tony's risk-taking latest.

Metal Gear creator **Hideo Kojima** and **Suda 51** of *Killer7* fame are embarking on a joint venture to recreate Koj's PSone classic, **Snatcher**. Right now it's being turned into a *radio drama*, but they've not ruled out reviving the game series, hopefully for PS3. **Sony** are on the verge of cutting the price of PS3. Japanese financial analysts Nomura are confident that the hardware giants will reduce the costs as only *half* of the six million manufactured machines have been sold.

Sierra are on the verge of announcing a top-secret PS3 sequel to an Xbox classic, while **Sega** look set to reveal a sequel to a popular early Xbox 360 title later this year too. Meanwhile, **PES7** is right on track – recordings for the commentary have already been completed. No new names have been confirmed, so expect Peter and Trevor to be back in the hotseats – but hopefully with a more coherent script. Don't be surprised if you see new Sixaxis controls. Goalie dives and throw ins, surely...

Down and deity *God Of War* will be coming to PSP and PS3. Will Kratos ever get to enjoy his godly lifestyle?

"More ambitious than its predecessors"
Pirates Of The Caribbean page 19

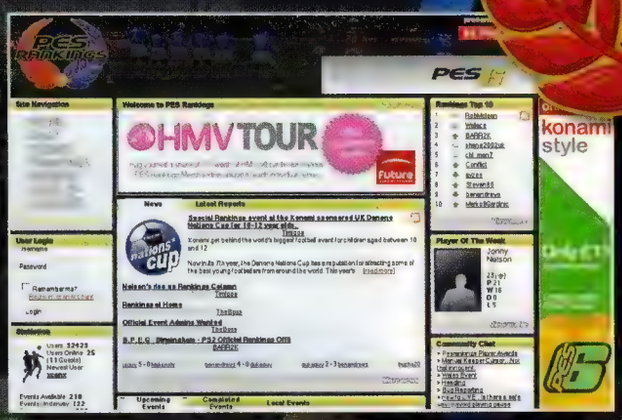
PS2 GOALS

The PSM3 super league kick-off

Boost your chances of playing in the *PES6* Euro finals today

Here it is – the first of the PSM3-sponsored *PES* Rankings events. Every month, until the *PES6* Grand Final, we'll be hosting special tournaments – so you can earn some serious points from the comfort of your sofa. Head to www.pesrankings.com/events/viewevent/?id=6958, enter the password on this page and you'll be eligible to play. Our league is the only one which will earn you *24 times* the points that you would a normal online game. So what are you waiting for? Get signed up by May 14 and climb the *PES* Rankings league, and you could be going on an all-expenses paid trip to a European venue (location TBA) to compete in the finals. Oh, and we'll throw in a few PSP, PS2 or PS3 games to the best player each month, and make you famous by printing your face in the magazine. Result.

Get inter it Sign up, show the rest of the UK your *PES* skills and get ready for the trip of a lifetime.



PSM3 Super League Password 4jCj2n5f

The deadline to register is May 14, but don't worry if you miss it, because we'll be doing this every month. There's a full list of rules and regulations on the site too. Get involved.

The PSM3 Wrong-Righter

EMAIL PSM3 @
Spotted some Bertie Bollax in PSM3? Tell us: psm3@futurenet.co.uk

Rubbing the wax-hot polish of truth over past issues

DMC4'S 'BERIAS' — WRONG

You know the fiery boss from *DMC4*? Called him Berias, didn't we? In big letters, too. Sadly, his name turns out to be Berial. We probably got confused with Borias, the Greek wind god. Except, as you can see, *his* name's spelt differently again. We might just be thick.

"This is Berias. He's [illegible]"

SPELLING MISHAP

PSM 87 page 26

GTAIV IN LIBERTY CITY — RIGHT

In last month's supplement, we said this of *GTAIV*. "Location? We're saying New York/Liberty City." Then the trailer came out... and that's been proved absolutely correct. How right? Very right.

PSM 87 Supplement

SPOT-ON

[illegible] means other cities could be added later to make it bigger. Location? We're saying New York/Liberty City – and bracing ourselves to be made fools of.

PLAY ANY BLU-RAY ON PS3 — WRONG

Look, it's not our fault, OK? So you can't play *all* imported US movies on your UK PS3. Some publishers have rigged their disc so this is not so. We were wrongly informed. Please stop ringing to complain. Instead, check out http://bluray.lindsite.dk, which tells you exactly what works and what doesn't.

2 Play movies from any country
Just as with games (above) Blu-ray movies are region-free too. Play any Blu-ray on your UK PS3. How [illegible]

PSM 86 page 48

ON THE DISC
Pirates is on Side B of this month's disc

PS3 COMPO

Win a digicam and 28 Weeks Later goodies

Horror movie giveaway goodness

That's right – one of you can win a Casio digital camera and a four gig iPod nano in conjunction with Twentieth Century Fox, the people behind new horror movie 28 Weeks Later. Sequel to 28 Days Later, the new movie sees London brought to its polluted knees by the Rage virus, and stars Robert Carlyle. The winner will also receive a 28 Weeks Later baseball cap, lighter and T-shirt. Three runners-up get a Vans shirt, wrist band, beanie hat, baseball cap and trainers, and a 28 Weeks Later lighter.

To win, answer the following question.
How many weeks in a year?
a) 52
b) 3

Send your entry to '28 Weeks Later competition', PSM3, 30 Monmouth St, Bath, BA1 2BW or email your entry to us, with '28 Weeks Later' as the subject line, to psm3@futurenet.co.uk

See 28 Weeks Later in cinemas from May 11.
Copyright: TM & © 2007 Twentieth Century Fox Film Corporation. All rights reserved. www.vans.co.uk

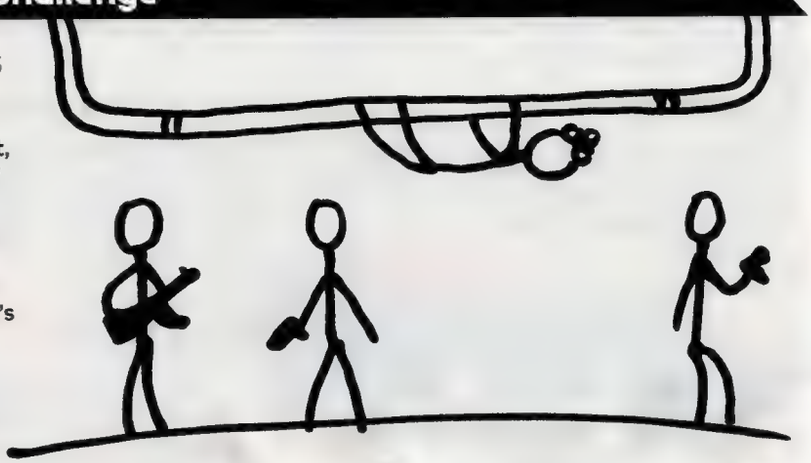
VANS®

Right Vans man You could be decked out in all this gear.

Stick man challenge

Can you guess the game?

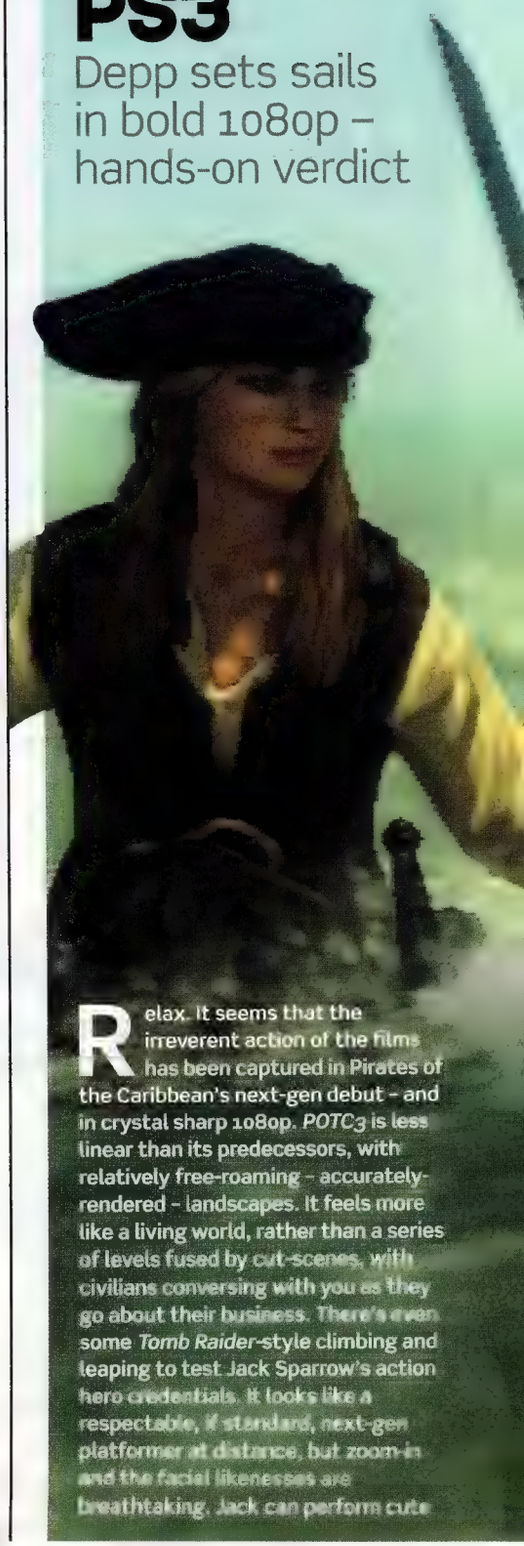
OK, an easy one to start, but we've got stacks of nefariously obscure games translated into 2D lines to test your grey matter to go. Just wait until you see Andy's breathtakingly stark interpretation of *Summer Heat Beach Volleyball*. Answer to this one next month...



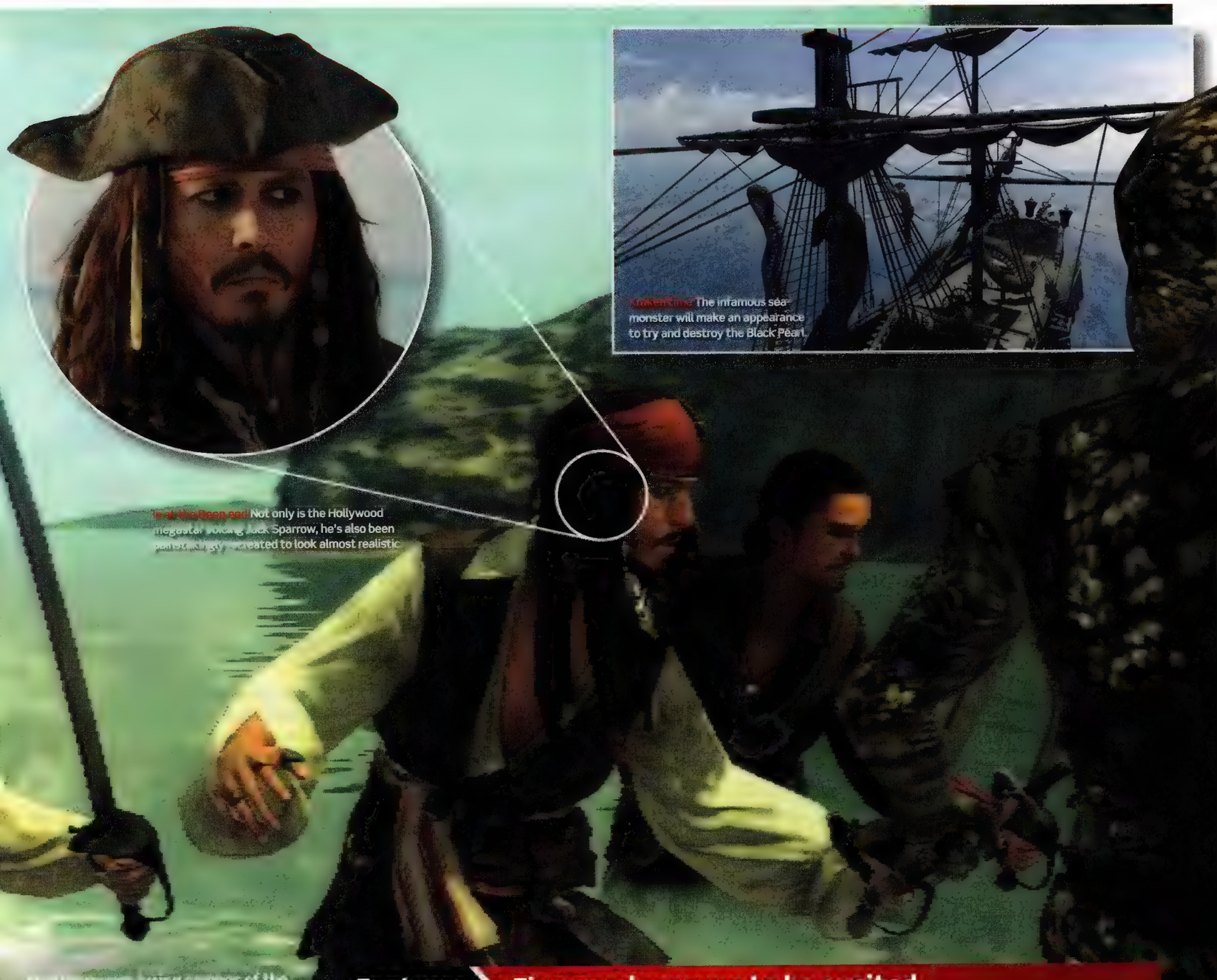
PS3 REPORT

Pirates board PS3

Depp sets sails in bold 1080p – hands-on verdict



Relax. It seems that the irreverent action of the films has been captured in Pirates of the Caribbean's next-gen debut – and in crystal sharp 1080p. *POTC3* is less linear than its predecessors, with relatively free-roaming – accurately-rendered – landscapes. It feels more like a living world, rather than a series of levels fused by cut-scenes, with civilians conversing with you as they go about their business. There's even some *Tomb Raider*-style climbing and leaping to test Jack Sparrow's action hero credentials. It looks like a respectable, if standard, next-gen platformer at distance, but zoom-in and the facial likenesses are breathtaking. Jack can perform cute



Kraken time! The infamous sea-monster will make an appearance to try and destroy the Black Pearl.

In a nutshell Not only is the Hollywood megastar voicing Jack Sparrow, he's also been painstakingly recreated to look almost realistic.

counter-moves (using combos of the left stick and ⊗) where he kicks a man in the plums or tosses him over his shoulder as he charges, but there are 'Jackanisms' too, where he plunges his sword into the ground and scatters the enemies with a smart-bomb effect. There are even one-on-one duelling sections with key gang members, resulting in a flurry of counter moves and thrusting finishes. Early verdict? It's solid, playable and – sporadically – beautiful, with neat voice acting and atmospherics. *POTC3*'s still laggy in places (like the sweeping Port Royale scenes) but last-minute optimising should sort this problem out before our exclusive review next issue. And, yes, it's way better than the PS2 game.

Features

Five good reasons to be excited

It's not just all hack and slash nonsense in *POTC3*...

Highly detailed characters

The characters' meticulous facial detail sets new standards for in-game likenesses. They've captured Johnny Depp's Jack Sparrow perfectly, from his facial features to his slightly-drunken movements. Splendid.

Flying Dutchman's crew

They may be made up of sea creatures but this band of fishy hybrids are not to be taken lightly. You'll come across them as you progress, and they pose a much bigger threat than the average pirates you'll be duffing up.

Duel to the death

Every now and again some over-confident fool will challenge you to a duel. The game then concentrates on just the two fighters as they face-off in a fencing style. You'll need to counter-attack to gain the advantage in this one.

Beautiful environments

Surprisingly, given the lazy nature of some film licenses, *POTC3* is one of the first PS3 games to use full 1080p. The sun-licked islands look great, as does the scary Flying Dutchman ship. The opening prison level is duller, but solid too.

Counter moves

If this was a straight button-bashing affair, you'd be bored within minutes, but you need tactics as well as a quick thumb. You need to time counter-attacks as a red ring flashes under your foe – the timing isn't too punishing, mind.

ON THE DISC
Conan is on the disc this month

The last minute shots of big importance

The freshest pics, squeezed in as we go to press

PS2 Obscure 2 Going back to school is our worst nightmare too...

Details **Pub** Playlogic | **Dev** Hydravision | **Genre** Survival horror

Lowdown Well, no-one expected *this*. A sequel to *Obscure*, the decent-but-overlooked school-based survival horror game, that is. It sounds like more of the same – scary monsters, a stereotypical set of US teenagers and the ability to switch characters at any point. New things? A two-player mode, a plot involving "a strange and beautiful plant" (don't ask) and music from, erm, the Paris Opera Children's Choir. And if anything sounds scary, it's that.

ETA September

PS3 Conan I am the God Of– no, that was something else...

Details **Pub** THQ | **Dev** Nihilistic | **Genre** Action

Lowdown We've been – as they say – eyes-on with *Conan*, and we can tell you that it looks similar – some might say suspiciously so – to *God Of War*. Remember *GoW*'s first level, fighting a huge hydra? There's a stage in *Conan* just like that, but it replaces the hydra with, erm, a giant zombie squid. Obviously.
Still, there's lots of blood, sword-slashery and monsters galore. More soon.

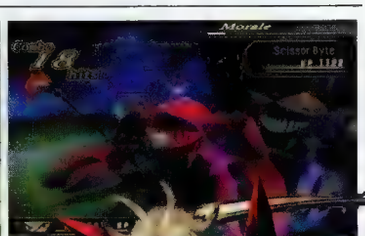
ETA 2008

PS2 Pursuit Force: Extreme Justice But will it be a hot *Pursuit*?

Details **Pub** Sony | **Dev** Bigbig | **Genre** Driving

Lowdown Expect more of the same crashy-smashy, crim-arresting action as the first game, but this time with a rival cop group – the Viper squad – to contend with, as well as, apparently, the ability to take the chase to the skies and leap between the wings of planes. Best get that accident insurance in advance, eh? Out on PSP first, but these multi-player screens are from the PS2 version.

ETA June (PSP), September (PS2)



PS2 .hack//G.U. Vol 2: Reminisce Mad RPG returns

Details **Pub** Namco Bandai | **Dev** Namco Bandai | **Genre** RPG

Lowdown This latest in the series of ultra-statty *.hack* games continues on from the last one, seeing lead bloke Haseo and his mates continuing their adventures in the Cyberspace universe known as 'The World'. Expect more complicated storylines, a new collectable card minigame and for no-one to ever bother referring to the game by its full name.

ETA August

The Optimist

Don't worry. Be happy

"Reinvent Sonic? But he's brilliant *now*!"

As we all know, Sonic's games have just got better and better over the years, and his recent PS3 outing is clearly the format's best game. Sure, some say the terrible collision detection and slowdown are ruinous, but these people are wrong – it makes the game challenging! So recent comments from Sega President Simon Jeffery about Sonic soon "undergoing a fairly considerable refresh as a character" hurt like a knife in the back of the knee.

Stay cool

I don't want Sonic to change. I love his platoon of 'hip' friends. I adore Shadow's streetwise, frick-you attitude, and I think Silver is the most revolutionary thing to happen to games in years – a *silver* hedgehog? Geddoutahere!

But perhaps I should trust Sega. They haven't put a foot wrong with Sonic over recent years, after all. I just hope they don't go back to those rubbish 2D affairs. Still, if they must update Sonic, there's only one path to take – the 'urban' route. Yeah, stick him in a baseball cap and shades and get him to talk as if he were in *Def Jam*. Imagine Sonic saying, "Yo, Shads! W'sup wit' it? Coming to bust up Eggman wit' my homie Tails and me? Rad! Hey, don't that ho Amy have awesome T and A?"

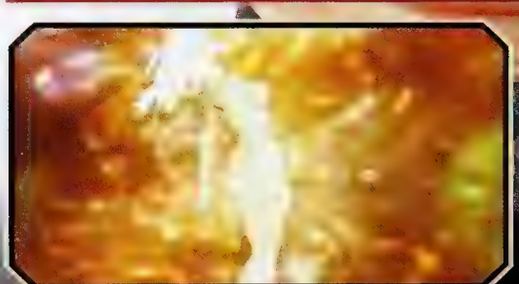
I'd be first in the queue for that!

EMAIL PSM3 @
What do you think of the modern Sonic?
psm3@futurenet.co.uk

A NEW WORLD AWAITS YOU!

SHADOW HEARTS®

FROM THE NEW WORLD



RPG Fan - 90%
"It's lengthy. It's engrossing. A really decent RPG."

GameSpot - 82%
"A great battle system and a myriad of side quests to explore."

TotalPlaystation - 95%
"Without a doubt, one of the best RPGs to hit the PS2."

12+
www.pegi.info

PlayStation.2

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PS3

Pub Eidos | Dev IO
Players 1-2 | Genre Action
FYI The [illegible]

ON THE DISC
See Kane & Lynch on Side B
This month's disc

"THIS HAS TO F**KING WORK!"

One's a hired gun, the other's a psychopath. Can Kane and Lynch work together long enough to save both their lives? PSM3 goes hands-on...

The air's thick with smoke, bullets and bad words. Kane (scar) and Lynch (baldy mullet) are going about their business like a machine, one unloading covering fire while the other cuts around pot plants and office furniture, shooting security staff in the back. Over the gunfire, screams and shattering glass, they shout encouragement to each other. It's classic buddy-movie stuff... with one important difference. "What the f*** are you doing? You f***** psycho!" shouts Kane, as Lynch fires indiscriminately across the office staff. "Keeping an eye on you..." Lynch shouts back. Then, inexplicably, he clutches his head and starts to whimper. This certainly isn't Bad Boys 2.

Though it's a sort of spiritual successor to *Hitman* – you might have even noticed 47 lurking in that cover shot – *Kane & Lynch* really couldn't be any more different from Io's classic assassination series. For a start, stealth's absolutely minimal – one early scene sees you give up your weapons on entry to a Tokyo nightclub, but literally 20 seconds later you're clubbing a guard to the ground and wiping out the rest of the security contingent in a hail of bullets. Planning's less important, too – say goodbye to lurking in corners and hello

"*Kane & Lynch* couldn't be more different from *Hitman*"

Cover all There's no button for 'take cover' – instead, you shove yourself against a bit of scenery and Kane will duck behind it.

Clip show Wander up close to Kane and he'll give you some extra clips – or you've got the option to nab his shotgun if you like.

Help me out We've yet to see you prop each other up in an in-game scene, but you can call Lynch to help when pinned down.

Who's Kane?

Family man gone mercenary

It all went wrong for Kane when his two-year-old son found his gun and shot himself. Blamed by his wife – you'll hear her shrieking in flashbacks when Kane nearly dies – he became a mercenary and worked for a group called The Seven. But his retirement job has gone wrong and, after double-crossing The Seven, he's captured by the cops and sentenced to death. The Seven break him out, but not because they like him... they promise they're going to kill him, but will leave his family alive if he gets their cash back...

Take them out If left to their own devices, Kane's boys will merrily murderise guards.

to run-and-gun tactics in enormous environments. But the most important change is the most obvious: where *47* works alone, Kane and Lynch work as a team. Just about.

Playing through the solo version of *K&L*, you'll play as Kane, the more balanced – but still completely ruthless – 'leader' of the pair. It's an uneasy alliance – though you're effectively babysitting the bearded nutcase, he's keeping an eye on you for your paymasters... and he's prone to losing the plot at any moment. If he's put under too much pressure – because you've ordered him into a bad spot, say – he'll start to sway and hum. Then, if left unchecked, he'll have one of his 'episodes' and go berserk, depriving you of backup and possibly getting himself shot. Later in the game, Io tell us, he'll run out of medication and start to really spiral out of control. In certain scenes you'll be tasked with looking after him, but these are few and far between – you'll always have the option to let a friend drop in and take the part of the maniac, so providing shotgun cover in split-screen mode.

Recruitment service

Fortunately, Lynch isn't your only ally. As a former mercenary, Kane has contacts... and though his rep is in tatters at the start of the game, he'll eventually be able to scrape together a team of guns for hire. You order these people around with simple, symbol-button controls – Go, Attack and Stay are the only commands – but they'll do their own thing surprisingly well, letting you create pincer movements with the minimum of fuss. As Kane's notoriety increases, he can recruit more men until your team size is increased from four to eight. At this point, some members will turn into what Io call 'orbiters' – they'll operate in pairs, minimising the need to

"It's the pitch-black alternative to *Army Of Two*"

Hands-on: The Nightclub scene

One of the most impressive early missions is Club Mizuki. Though it's similar to *Blood Money*'s Mardi Gras level, the crowd here aren't just window dressing – they're a clammy, jammed-together mess of people that get in your way and slow you down. Instead of parting like the Red Sea the minute you pull a Glock, they panic, run in different directions and soak up bullets meant for bodyguards. The lights are distracting and the music's throbbing – it's the first in-game nightspot that feels like a 'real' club.

Gun and dusted Kane's frisked at the door, but knocks out a guard and swipes his piece.

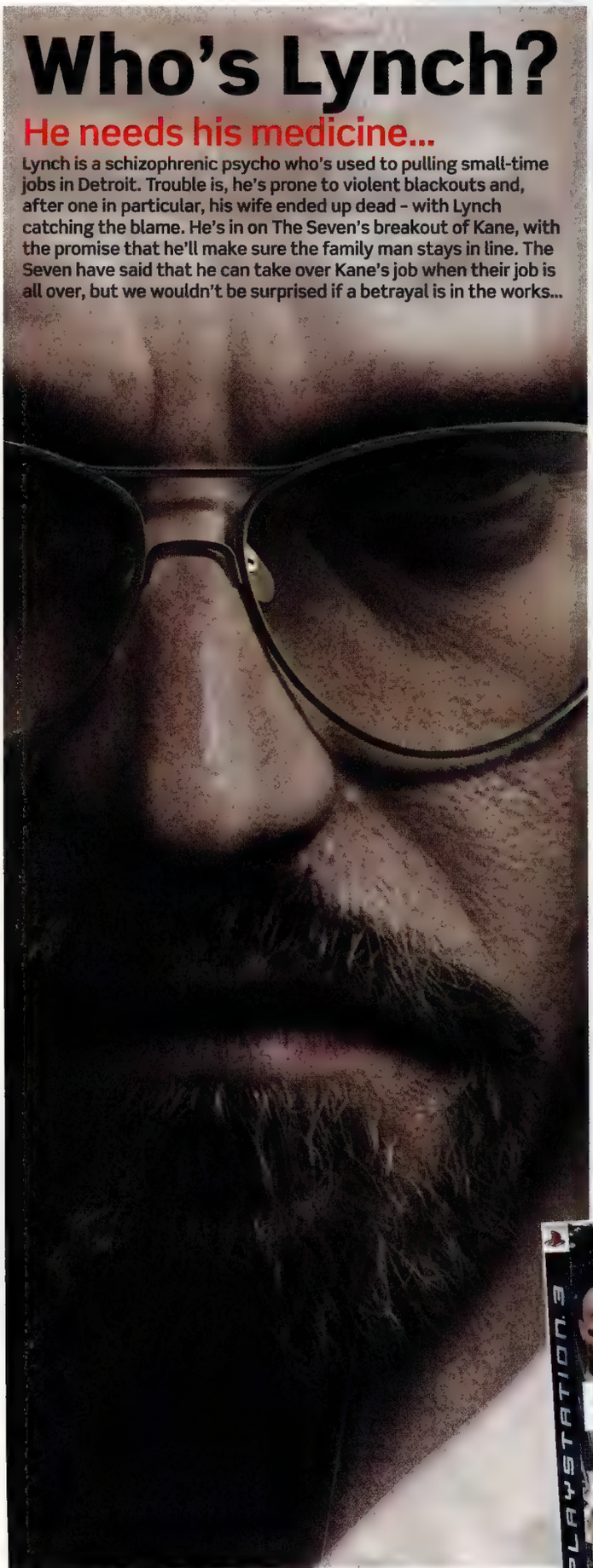
She's a knockout The pair go to look for the lady they're after. Lynch knocks her out cold.

Carry me Lynch is helpless as he carts the club owner around, so Kane has to protect him.

Who's Lynch?

He needs his medicine...

Lynch is a schizophrenic psycho who's used to pulling small-time jobs in Detroit. Trouble is, he's prone to violent blackouts and, after one in particular, his wife ended up dead – with Lynch catching the blame. He's in on The Seven's breakout of Kane, with the promise that he'll make sure the family man stays in line. The Seven have said that he can take over Kane's job when their job is all over, but we wouldn't be surprised if a betrayal is in the works...



spend lots of time ordering every single person around.

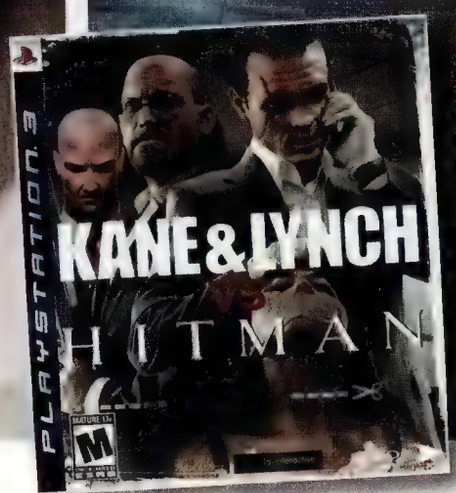
Another crucial aspect of team-mates is tied to the health system. There's no energy bar for the characters – the screen goes red when you're on the brink of death, showing that it's time to find some cover. Hide for a few seconds and you're back to full strength – take another couple of shots and you're dead. If a mate is close by, they can save your ass – get yourself 'killed' and they'll dash up and give you a shot of adrenaline, letting you get back to your feet. It's a similar system to the one used in IO's squad shooter *Freedom Fighters*, and it works.

What's really impressive about *Kane & Lynch*, though, isn't the anti-heroes, the team dynamics or even the filthy-mouthed repartee – it's how it looks. So far, only a handful of games have used PS3 to provide anything more than a glossy coat of paint to a distinctly last-gen experience – *Dead Men* is one of the rare few that offer an experience that wouldn't be possible on PS2. The club and Tokyo high street missions – we're playing both – offer environments, detail and swathes of people like nothing you've seen before. No wonder Lynch occasionally starts shaking...

PSM3 Reckons

Though it seems short on genuine co-op moments, expect *Kane & Lynch* to be the pitch-black alternative to EA's *Army Of Two*. With a plot that intrigues, the evil minds behind *Hitman* at work and some beautiful set-pieces, we *have* to know how this one turns out.

"I'd love to see *Hitman* versus *Kane & Lynch*"



Producer hints at future sequel...

Detail-obsessed readers might remember that *Kane & Lynch* was originally teased via oblique references in *Blood Money*'s post-mission newspaper reports. So it's an obvious question – with such similar control systems and game styles, will we ever see the cloned assassin take on the flawed merc and his schizophrenic pal? We asked producer Neil Donnell, who said, "There's nothing to stop us from making sequels to *Kane & Lynch*, so who knows? It could happen." We should all pray for the innocent bystanders...

Kane & Lynch: Dead Men

"This is one of the rare games that offers an experience you couldn't get on PS2"

Mann on fire

To make no secret of their influences – the nightclub and street levels are stunningly similar to scenes from Michael Mann flicks Collateral and Heat. So what else can we expect to see in the game? "Well, there's a bit of Man On Fire in there," admits Neil Donnell, executive producer. Man On Fire? That's the Denzel Washington flick where he chops a man's fingers off, before pulling off two shotgun murders in a crowded club and shoving a block of C-4 up someone's ass. This is going to be interesting...

New Tokyo Level Revealed

It's like that shoot out in Heat – unluckily for the Japanese cops...

1 Office assault

On the roof, Kane tells his boys the plan. Important plot points use the in-game engine and let you move the camera, so the pace never lets up. A tap of ⊗ and the team begin to abseil – so say you'll see less of *Hitman*'s dark humour, but admit they're thinking of adding office 'romance' on the odd floor. The ensuing gunfight is a bit 'Matrix lobby scene'. After retrieving the briefcase he's after from a dead businessman, Kane pulls out his knife and slashes the corpse's face. "What was that about?" asks Lynch. "None of your business," murmurs Kane – but we're suspecting a story to do with the scar over his eye. They head down...

2 It's the cops! Kill 'em!

A short lift ride gives the boys a chance to change into civilian kit. This fools one policeman, who waves the crew through as panicked crowds flee the building. As in the nightclub, there's a density to the crowd that makes movement difficult... until the rest of the cops arrive and go nuts. They're lobbing tear gas, whiting out the screen – but if you can find their grenades, you can simply tap ⊗ to lob them back and clear your vision in seconds. Cry us a river, copper.

3 Street fighting

As the fighting hits the road, holding L1 for precision aiming becomes essential. Unlike *Hitman* – which uses first-person shooting – *K&L* offers an over-the-shoulder view. Using this perspective stabilises your aim. If you run out of ammo, you can grab fresh clips – or even swap guns – from other members of your team.

4 Snipe the floor with them

As the crew make their way down the street, a police sharpshooter appears on the overpass. When a sniper's after you, their sights appear on the bottom-left of the screen to show how close they are to drawing a bead on your position. It also allows textbook Saving Private Ryan moments where you catch sight of yourself aiming back along the sniper's sights before you take his head off.

5 Dead man walking

Kane suffers a few too many hits, and a flash of red and some heavy breathing tells you he's near death. One more bullet and he's down – the screen goes white and we hear a flashback to his wife screaming "I told you not to keep a gun in the house!" Before we can hear more, though, one of our allies pumps us full of adrenaline and we're back on our feet. The posse take off across the overpass and heads for the getaway car. There's still a lot of ground to cover and plenty of policemen to turn into corpses...

Take your PC gaming to the next level

Windows Vista brings a whole host of next-generation features to the discerning PC gamer. Here are just a few that you need to know about

Windows Vista is the brand new version of Windows. Not only does it offer huge improvements in security, usability and appearance over Windows XP, but it's primed to meet all the demands that 3D games will be throwing at it in the near future.

It all revolves around DirectX 10, the next-generation interface that games programmers are going to be using to push the boundaries of 3D games. DirectX 10 brings with it incredible new levels of detail and the ability to have more complex objects moving around in each scene. The result is stunning and offers a much more cinematic experience. Want to see what we're talking about? Just take a look at the in-game footage of Crysis at www.crysis-online.com. You'll be blown away.

There are some other improvements, too. Windows Vista also introduces a new Games Explorer, which will make all your games accessible from one single location. And if you share your PC with your kids, then you'll be happy to know that there are built-in parental controls to prevent them playing games that are unsuitable for their ages. Also, if you own an Xbox 360, it's good to know that its wireless controllers will work with Windows Vista as well.

So, if you want to stay current with your PC gaming, then Windows Vista is the way to go. Oh, and those massive improvements in PC security, usability and appearance? Don't worry, they're all thrown in for free.

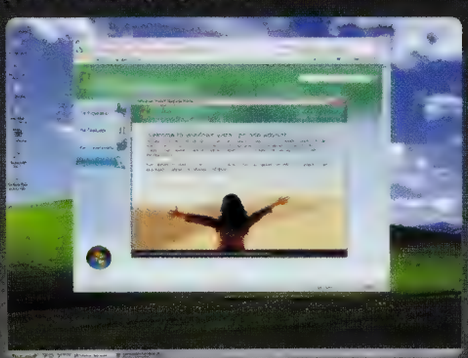
Games
Name
Last played
Product version
Publisher
Game information
Click on any game icon and here you'll see information about who made it, when you last played it and what version you have.
FreeCell
Mahjong Titans
Minesweeper
OBLIVION
See saved games
Simply right-click on a game's icon here to get to the Saved Games folder, where you can access your saves.
Tom Clancy's Ghost Recon: Advanced Warfighter
Spider Solitaire
Publisher Microsoft Co
Developer Oberon Game
Product Version 6.0.6000.16386

Is my PC up to running Windows Vista?

Don't panic, there's every chance that your PC will run Windows Vista without any upgrades at all, especially if it's already capable of playing the latest 3D games. However, all PCs are not created equal, and to ensure that you get the best gaming experience, only PCs that are worthy can upgrade to Windows Vista.

It's easy to find out if your current PC meets the necessary hardware requirements – simply download the free Windows Vista Upgrade Advisor from www.microsoft.com/windowsvista/getready. Run it on your PC and you'll get the definitive verdict on whether your computer is up to running Windows Vista.

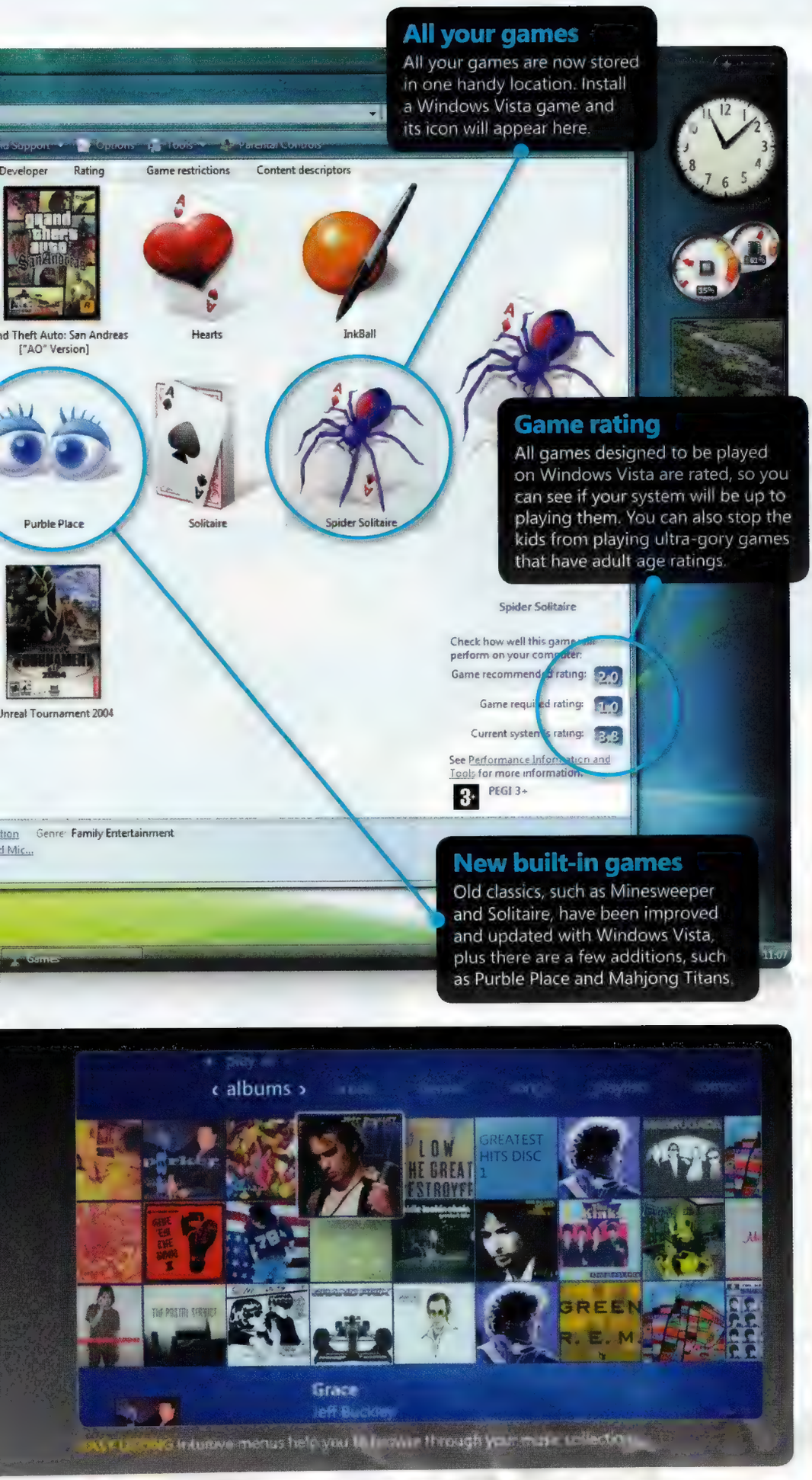
Windows Vista gives each PC a Windows Experience rating that tells you at a glance how powerful your processor, graphics card, memory and hard drive are, with a single combined score. The higher the number it comes up with, up to a current maximum of 5.9, the better your PC will be able to run Windows Vista and whatever games you want to play on it.



RATE YOUR PC Get an at-a-glance rating to find out how well your PC will run Windows Vista

Super Media Center

Windows Media Center lies at the heart of the Ultimate and Home Premium editions of Windows Vista. Connect up your PC to your HDTV and browse your music and video collection. What's more, you can now bin your set-top DVD recorder! With Media Center and a TV tuner card in your PC, you can play back, record and timeshift TV programmes. Get hold of Windows Media Center Extender (a device that plugs into your TV) and you can stream your media from a PC anywhere in your house. If you own an Xbox 360, this Extender capability is aleady built into it.


All your games
All your games are now stored in one handy location. Install a Windows Vista game and its icon will appear here.
Developer
Rating
Game restrictions
Content descriptors
Hearts
InkBall
Purble Place
Solitaire
Spider Solitaire
Game rating
All games designed to be played on Windows Vista are rated, so you can see if your system will be up to playing them. You can also stop the kids from playing ultra-gory games that have adult age ratings.
Spider Solitaire
Check how well this game will perform on your computer:
Game recommended rating: 2.0
Game required rating: 1.0
Current system rating: 3.8
See Performance Information and Tools for more information.
PEGI 3+
Unreal Tournament 2004
Genre: Family Entertainment
New built-in games
Old classics, such as Minesweeper and Solitaire, have been improved and updated with Windows Vista, plus there are a few additions, such as Purble Place and Mahjong Titans.
‹ albums ›
Grace
Jeff Buckley

Get more from your PC with Windows Vista: The Official Magazine

Whether you're already running Windows Vista, or thinking about upgrading, the Windows Vista Magazine tells you everything you need to know

We'll show you...

- How to buy a new Windows Vista PC – what to look out for and what to avoid
- How to buy hardware and software that's guaranteed to work with Windows Vista
- How to get started with the new programs and features
- How to rip, burn and organise your music – and stream it to your Xbox 360
- How to set up an online radio station
- Widescreen monitors for every budget
- And much more!

Windows Vista
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SNAP Five fast photo fixes
CRACKLE Set up an online radio station
SCOPE Widescreen monitors on test

Issue four is out now

Find out more at
www.windowsvistamagazine.co.uk

PS3

Pub EA | **Dev** EALA
Players 1-32 | **Genre** FPS
FYI Back to the war, but with a fresh approach.

ON THE DISC
See more of MoH: Airborne on a disc soon

Drop zone If you like Band of Brothers, you'll notice how authentic these scenes are.

Medal of Honor: Airborne

Extended hands-on with best *MOH* yet... **Andy Kelly**

QUOTE

Developer insight

"I've had people look at it and say "It's not like anything I've ever played, it's completely new," and that's what we were shooting for. There are missions in this game that will blow your mind."

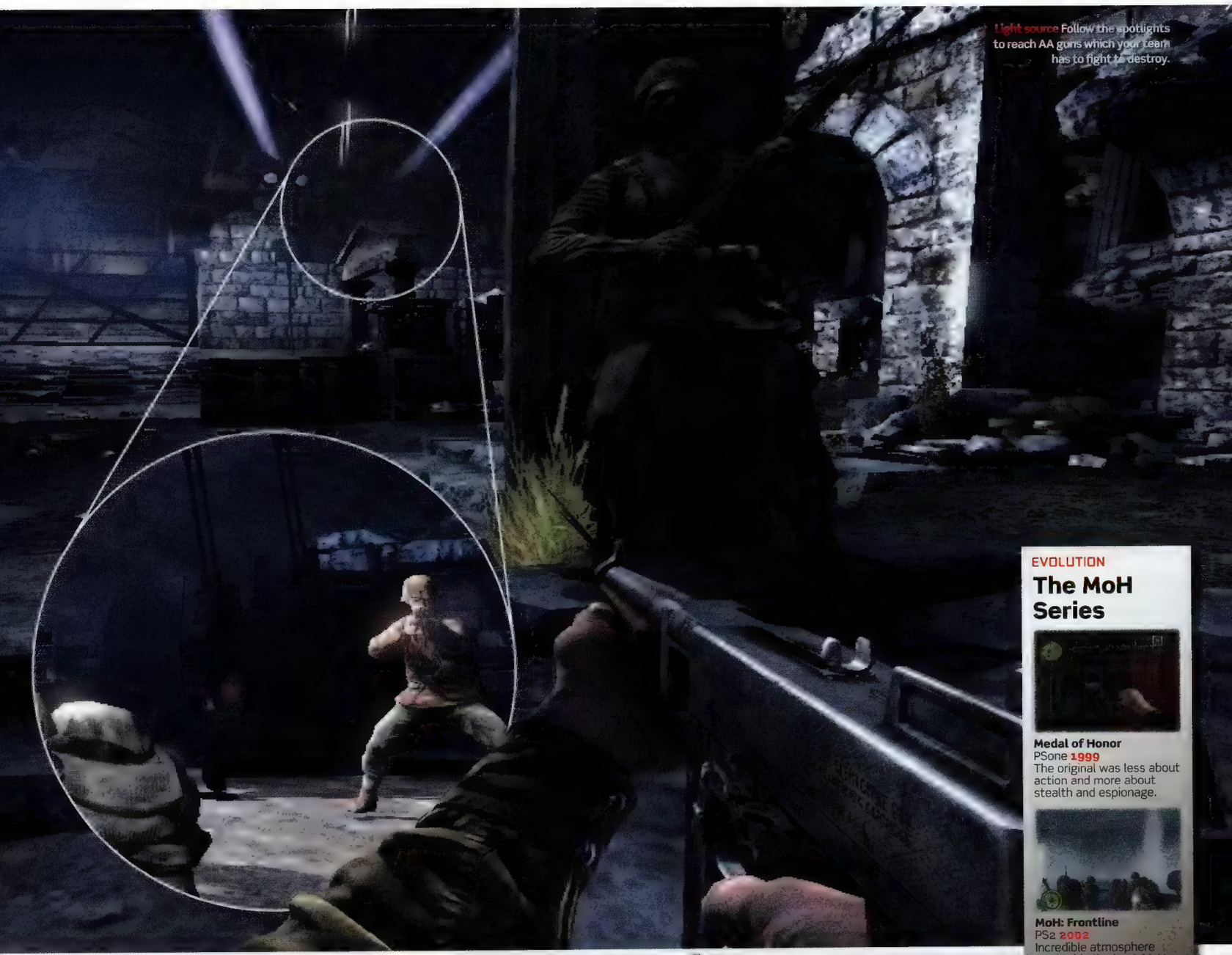
Patrick Gilmore
Executive Producer

At first it's familiar territory. The clumsy clang of your M1 Garand rifle, sombre trumpet music wafting gently over low-key menus and men in tin hats bellowing at each other over the sound of cracking gunfire. But then you play it and realise that, finally, *Medal Of Honor* has evolved and is now better than *Call Of Duty*. *Duty*'s problem is that it's too *stiff*. You feel yourself shuttling through a defined, predictable path, which is the complete opposite of what war actually is – an incalculable, ruthlessly unforgiving mess where nothing ever goes to plan.

And that's what defines *MoH: Airborne* – unpredictability. The game is completely non-linear. You don't just appear in the level at the edge of the map. You have to leap from a plane *into* it, choosing where to land, guiding you and your parachute down to the raging battle below. Safe landing zones are marked by a plume of green smoke, but these are merely suggestions because you can land wherever you like, depending on which tactics you want to use. So if you want to land on the rooftops and surprise the enemy below with a few well-placed grenades, you can. Or if you want to play it safe, land next to your squad and work with them to take enemy positions strategically. You even get a rating for your landing (extra points for landing between buildings) and have to cut your parachute off when you land before you can equip your rifle.

Team player

Unlike previous *MoH* games, the focus isn't entirely on you. When the rest of your team land they'll go about their own business. Looking down on the level from a high vantage point we saw skirmishes breaking out across the level, pockets of fighting which really highlighted just how intelligent the AI is. They're calling it 'affordance AI', which is a jumped-up way of describing how the enemy, rather than just hide



Light source Follow the spotlights to reach AA guns which your team has to fight to destroy.

behind a crate until you shoot them in the ears, will genuinely fend for themselves. They'll retreat, they'll bark desperate orders at each other, they'll take formation and try to flush you out... it's like fighting a real war. Sort of.

But what we really love about *Airborne* is how brutal the combat is. Fighting feels like a real blood-and-guts battle to the death. The weapons are big and loud and there's chaos everywhere. We played it with a fairly hefty surround sound system and it was terrifying, like plugging your brain into an actual conflict. Going back to *Call Of Duty*, while the combat in that was accomplished, it felt slightly limp, lacking the visceral intensity of the films that inspired it, like Saving Private Ryan.

Airborne captures this perfectly, and it's so

Real time The lighting adjusts itself dynamically whenever you go indoors. Lovely stuff.

EVOLUTION

The MoH Series

Medal of Honor
PSone **1999**
The original was less about action and more about stealth and espionage.

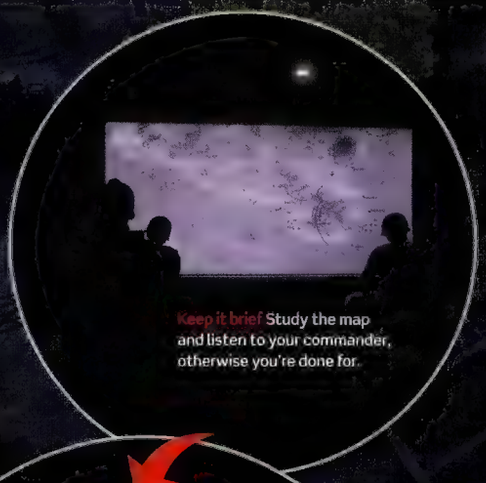
MoH: Frontline
PS2 **2002**
Incredible atmosphere made this the best *MoH* game to date. Until now...

MoH: Rising Sun
PS2
The series loses its way. It felt outdated compared to other shooters.

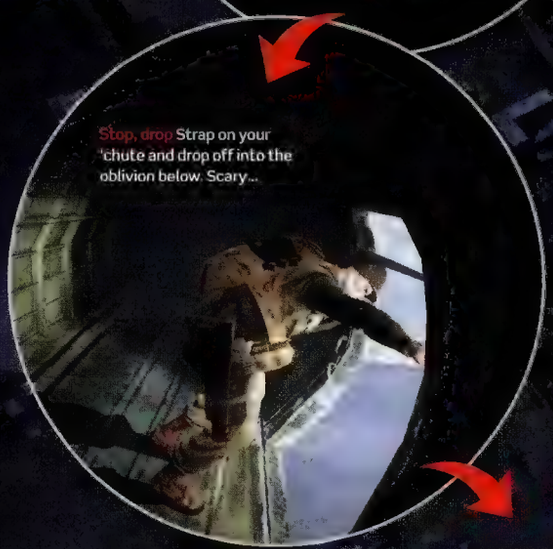
MoH: European Assault
PS2
Too many attempts at innovation ruined this. The worst *MoH* in ages.

The air drop

Being a paratrooper you have to jump into enemy territory from a plane – which, incidentally is usually under heavy fire from AA guns below. It's treacherous, but people actually did it in the past. Before each mission there's a briefing, and you have to study the map so you know exactly where you're going – otherwise you'll get lost and separated from your team. This is the worst fate imaginable for a paratrooper in a strange foreign country. Because everyone around wants to kill you, obviously.



Keep it brief Study the map and listen to your commander, otherwise you're done for.



Stop, drop Strap on your 'chute and drop off into the oblivion below. Scary...

Fall guy If you land among entrenched enemies, you're almost certainly going to die...

Team up ...so make sure you stick with your squad, and you can take the enemy territory back inch by inch. Or you could go solo, if you're feeling brave...

[redacted] ...but make sure you don't just charge in like a fool. Plan ahead and be tactical.

RIVALS

Which war game hits first?

Call of Duty 4
USP Yep, it's in development – but nothing to report yet. **Nov 2007**

The Darkness
USP Manic roving tentacles, plus levels set in the First World War. **June 2007**

MOH Airborne
USP Stunning visuals, chaotic gameplay. **Dec 2007**

Killzone 2
USP Stirring visuals, unparalleled atmosphere. **TBA**

*Unique Selling Point

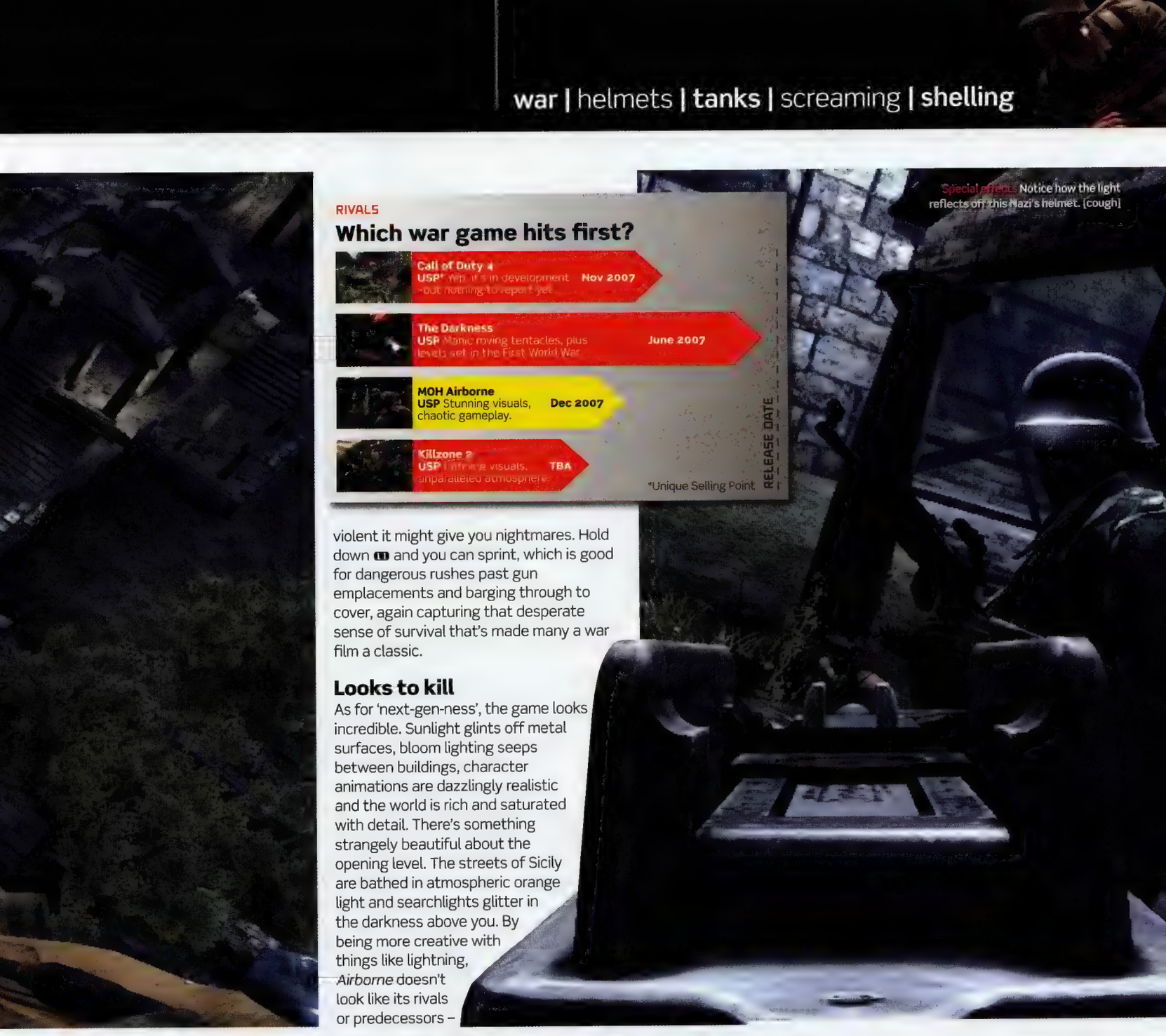
RELEASE DATE

violent it might give you nightmares. Hold down L1 and you can sprint, which is good for dangerous rushes past gun emplacements and barging through to cover, again capturing that desperate sense of survival that's made many a war film a classic.

Looks to kill

As for 'next-gen-ness', the game looks incredible. Sunlight glints off metal surfaces, bloom lighting seeps between buildings, character animations are dazzlingly realistic and the world is rich and saturated with detail. There's something strangely beautiful about the opening level. The streets of Sicily are bathed in atmospheric orange light and searchlights glitter in the darkness above you. By being more creative with things like lightning, *Airborne* doesn't look like its rivals or predecessors – it has its own unique visual style, which complements the new approach to level design and combat.

So then. *Medal Of Honor* is back to its best after a lacklustre string of PS2 sequels. The open battlefields and non-linear mission structure set it apart from main rival *Call Of Duty* and the balls-out, action-packed shooting is more reminiscent of something like *Half-Life* than previous games in the series. The best WW2 shooter yet? We're still deciding, but it *is* the best *MoH* yet and we're itching to review it. And we will, soon. Watch this space.



Special effects Notice how the light reflects off this Nazi's helmet. [cough]

Aim to please Firing like this is ill-advised. Click the right stick to aim your sights.

PSM3 Reckons

Bored of WW2 games? This'll challenge your preconceptions. It feels fresh, and the non-linear battles convey the chaos of war.

PS3

Pub Sega | **Dev** Sega Racing Studio
Players 1-6 | **Genre** Driving
FYI Classic racer coming to PS3

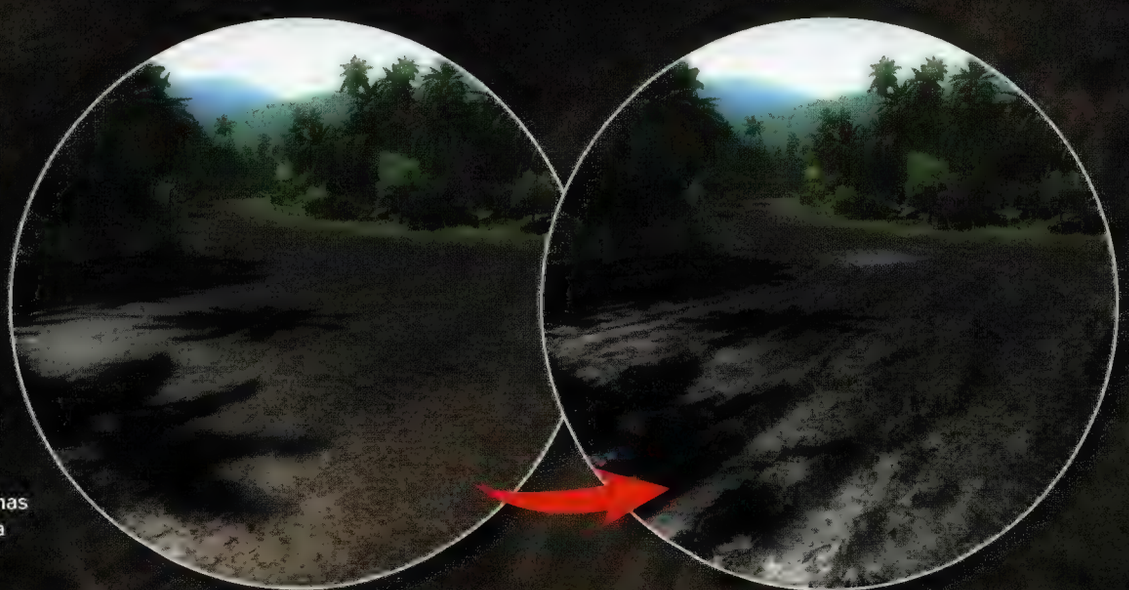
ON THE DISC

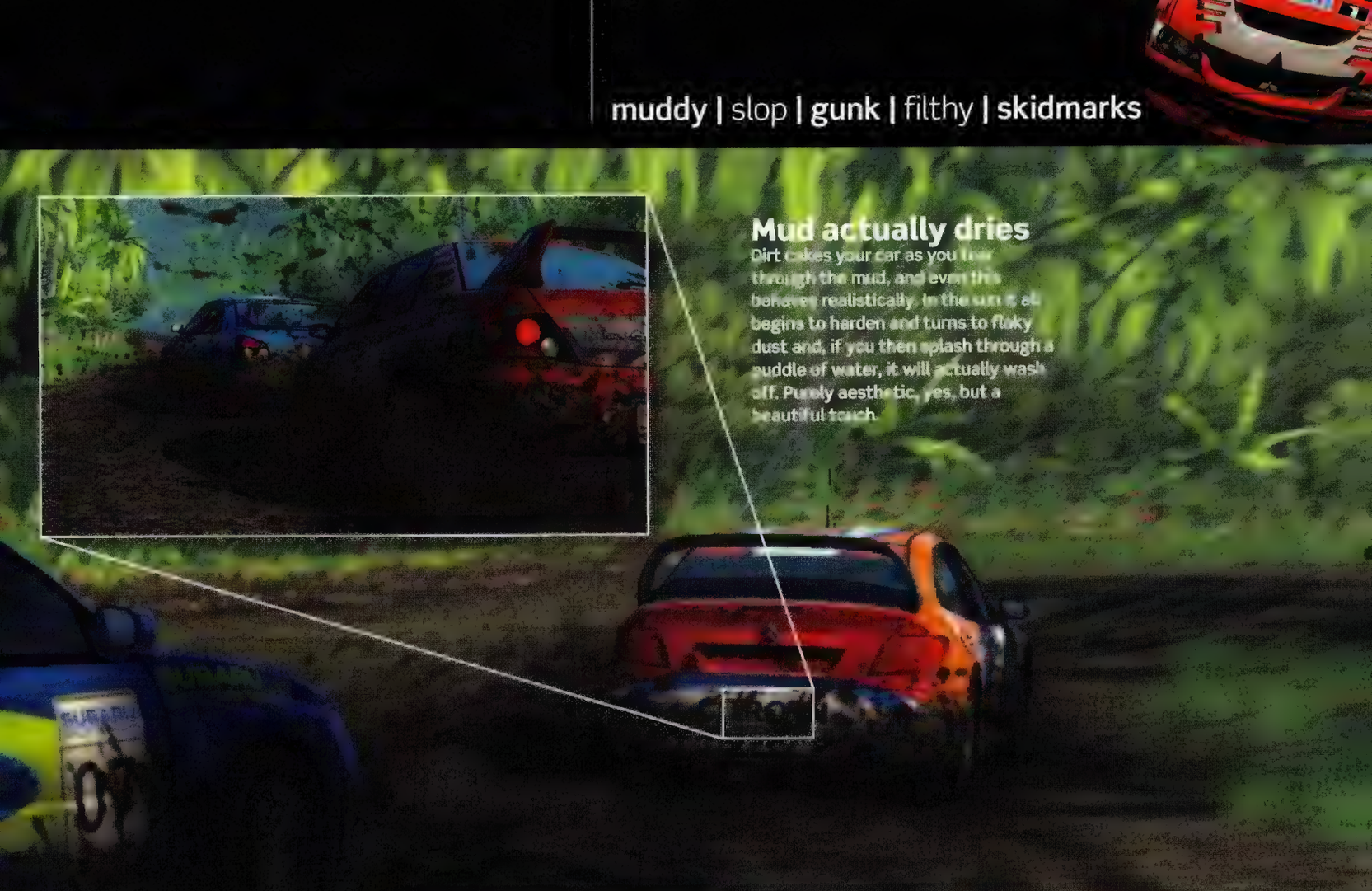
Sega Rally

Better mud than MotorStorm? Oh, yes... Andy Kelly

Attack deformation

The first lap through a course is the easiest. You're presented with flawless, untouched mud and slide across it with relative ease. But then it's time for the second lap. Every trough and dent you and your opponents made in the mud on the last circuit have now become obstacles, sloppy great canyons of wet, brown stickiness that are a nightmare for your tyres. And, as you bomb through the course, you just know you're making the third lap even harder for yourself by avoiding the rough patches and carving up fresh areas of the track. Worse yet, in the baking hot tropical sun of the jungle, by the start of the third lap the mud has begun to harden, making the muddy canals a disaster for your suspension.





Mud actually dries

Dirt cakes your car as you tear through the mud, and even this behaves realistically. In the sun it all begins to harden and turns to flaky dust and, if you then splash through a puddle of water, it will actually wash off. Purely aesthetic, yes, but a beautiful touch.

Wheel life physics

Thanks again to those real world physics, your car's wheels bob and swivel realistically among the muddy tracks you've made. This makes the race tougher, but can also cause tactical bother for the racers behind you. If you make a track near some water, the liquid will actually begin to seep into your tyre marks. It's this incredible attention to detail that makes *Sega Rally* so much more sophisticated than *MotorStorm* in terms of mud physics.

PSM3 Reckons

The furious arcade racing is as strong as ever, but with physics this realistic backing it up, *Sega Rally* is more exciting than it's ever been.

ETA NOV 2007

Pub Sony | **Dev** Media Molecule
Players 1-4 | **Genre** Platformer
FYI PS3's most original game

ON THE DISC
See *LittleBigPlanet* on this month's disc

LittleBigPlanet

Thirty-four tiny reasons to buy PS3

Dan Dawkins

Combine objects - build the world

"One of the most dazzling demos I've seen in ten years," is how a BBC reporter hailed *LBP's* unveiling at GDC. Why? It's a multi-player co-op game where you combine objects to build platforms; cover them in hand-drawn stickers, exploit *real* physics and share the lot online. It's the *innovative* game PS3 so desperately needs.

William shakes here Hold a button to open the menu, and click through a huge roster of objects to 'drop' them in the world.

Best fruit forward Plonk down an orange, give it cartoon eyes, then boot it around with your co-op mates like a fruity *LocoRoco*.

Skate expectations
Real-world physics mean you need the entire team to get the board rolling.

PSM3 Reckons

Part real-time co-op graffiti battle, part platformer, part physics demo... *all* fun. *LBP's* charm is its refusal to be pigeon-holed. Hands-on soon...

ETA OCT 2007

Pub Capcom | **Dev** Capcom
Players 1 | **Genre** Action
FYI The first next-gen *Devil May Cry*

ON THE DISC
New world-exclusive *DMC4* footage on the disc

Devil May Cry 4

Nero's insane new Exceed moves explained

Andy Kelly

How to use an engine sword

How do you make a sword more exciting? Simple – put an engine in it. The Red Queen, Nero's blade of choice, has cogs and gears inside that, by revving it via a motorcycle-type throttle, charge the blade with fiery energy. This is Exceed mode. It's quite mental.

Rage gauge There are three levels of Exceed. Fill all three and your attacks will be deliciously powerful. Watch it, puppets.

All four... This is your health, obviously. And you'll rarely see it full because the game is so nightmarishly difficult.

The Exceed gauge

As well as the usual health meter, you now have to pay attention to the gauge at the far left of the screen. When you rev your sword its three sections begin to glow red. Fill all three and you're at the highest level of Exceed combo. The gears and cogs around it begin to spin and shake, and it's basically a visual indicator of how much power The Red Queen is currently imbued with.

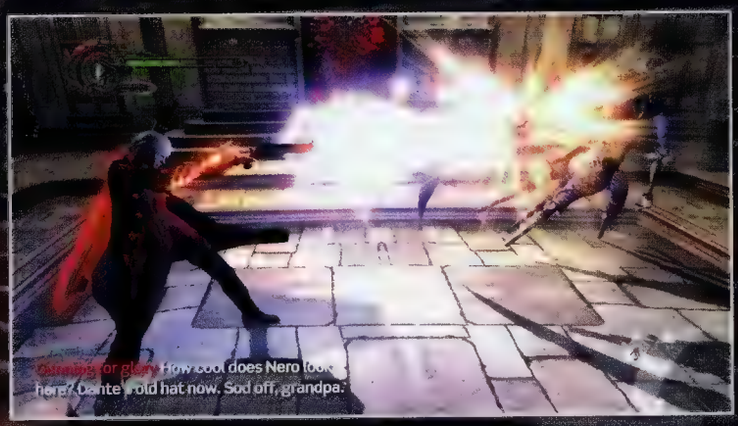
Steam room

When the Red Queen reaches full charge it belches steam and vibrates with power, which is your cue to drag it through the unlucky cadaver-in-waiting of the nearest enemy. You have to yank the throttle (L2) just as you attack for it to work, though.

Sword play Here's Nero's sword charged with flaming fury, allowing mega-power attacks.

Mercury rev

It's possible to charge the throttle without attacking but you really have to hammer L2 and L2. But doing this lets you rev up a little as you fire your guns, then leap immediately into an Exceed combo. Naturally, this kind of lunacy earns you loads of style points.



Grinning for glory How cool does Nero look here? Dante's old hat now. Sod off, grandpa.

Combo over

As you rev and attack simultaneously, the Queen's fiery attacks get fiercer. Eventually every strike becomes a whirlwind of flame-licked death, but as a result the timing becomes much tighter. Keeping a high scoring combo going for more than a few minutes is rock hard.

PSM3 Reckons

That we can go into this much detail about a sword is testament to how *DMC* is evolving and taking its brand of theatrical action to a new level.

ETA JAN 2008

PS3

Pub Sega | **Dev** Bizarre Creations
Players 1-16 | **Genre** Third-person shooter
FYI A fast-paced, original, combo-focused shooter.

ON THE DISC
The Club will be on PSM in the near future

The Club

Will this be the king of clubs?

Andy Kelly

We're sick of taking cover. Of hiding behind bins and scurrying between pillars. Of crouching and crawling through bushes. And that's why *The Club* is interesting. Rather than a prolonged assault on the enemy, each level is a two minute rush. You scream through, kill everyone as stylishly and efficiently as possible and make your exit. It's ferocious and immediate, the complete polar opposite of something like *Ghost Recon* where you spend most of your time cowering behind sand dunes.

The 'club' in question is a brutal underground bloodsport venue (think The Running Man sans lycra bodysuits) and forces you, a mercenary seeking fame, fortune and glory, to run a gauntlet of gun-toting hoodlums for an audience of rich folk betting on the outcome. The game combines third-person action with a *Total Overdose*-style combo system. As you kill enemies a meter at the top of the screen ticks down. Score a kill before it runs out and it resets, keeping your combo going. Your score at the end depends on how long your combos (or combo singular if you're particularly skilled) and how stylish your kills were. Head shots earn you more points, while fudged body shots, as you'd expect, earn less.

But while we appreciate the new approach, we're still not entirely convinced by *The Club*. The visuals are technically fantastic but lack flair, and we can't see the bite-sized gameplay holding our interest for any great length of time. But until we play the complete package, rather than a couple of unrelated levels, we'll remain cautiously optimistic. The developers are a talented bunch, having made *Project Gotham Racing* on Xbox and *Fur Fighters* on PS2. It's a good idea, no doubt. The key will be in the execution...

DRAGOV

RENWICK

If your name's not down, you're not coming in

Before each level in The Club you choose a character from a beat-'em-up style menu, each with their own personalities and skills. The two we saw were a toothpick-chewing New York cop who's infiltrating the Club to bring it down from the inside, and a Russian immigrant with two dead ferrets hanging from his back pocket. For some reason. Besides their personality and look, the difference between them was questionable, but we're told they handle weapons differently.

Friends and foes Enemies work in gangs, which reminds us of *Manhunt*.

SOFTOGRAPHY

Bizarre Creations

Formula One
PSone **1996**
Accomplished racer from when F1 was still good.

Fur Fighters
PS2
Surprisingly awesome cartoon shooter.

Project Gotham Racing 3
Xbox 360
Genre-defining racer. GT's biggest contender.

PSM3 Reckons

The lasting appeal is questionable, but with enough modes, levels and characters, this could be a welcome jolt for third-person shoot-'em-ups.

Pub THQ | **Dev** Yuke's
Players 1-4 | **Genre** Beat-'em-up
FYI WWE finally arrives on PS3

ON THE DISC

Play it crowd Check how the crowd has improved in these brand new screens.

QUOTE

Developer insight

"PS3 has made the creative process easier, because in the past we haven't had the horse-power. One thousand 3D polygon crowd members was unheard of on PS2, but not on PS3."

Bryan Williams
Creative Manager

WWE Smackdown Vs Raw 2008

This time it's *actually* changed...

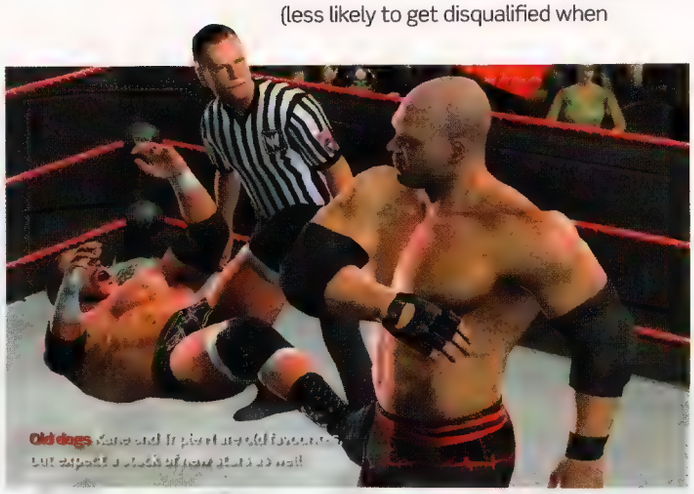
David Cook

Gradually, the WWE games' review scores have, like a greasy tortoise, been slipping slowly downhill – due mainly to the fact that they've started to feel the same, year in, year out. We want this decline to be arrested and *Smackdown 2008*, the series' PS3 debut – following the cancellation of last year's planned next-gen wrestler – might do just that.

As you'd expect, *Smackdown* 2008 looks nicer than ever, offering unrivalled sweat physics and a higher polygon-to-pec count than ever (probably). It'll also come with the usual roster update, this time featuring the ECW mob – so you should see the likes of CM Punk , Matt Striker (he's a teacher), Kevin Thorn (he's a, erm, vampire) and champ Bobby Lashley, alongside Raw and *Smackdown* newcomers like the tag team of Cryme Tyme and (*please*, God) Hornswoggle, the comedy Irish leprechaun.

Style trial

But the big news in *Smackdown* land is that there will be eight different fighting styles, stopping each wrestler from feeling the same. Each grappler will fit into one of these eight styles. There's High-Flyer, for instance. Blokes that slot into this category are the ones adept at aerial moves like leaping onto the top rope and springboarding themselves into an opponent – think Rey Mysterio or Matt Hardy. There's Submission Artist (Chris Benoit, say, or William Regal), Powerhouse (guys who are very strong, but weak in the air, like Batista and Undertaker) and Brawler – people who simply punch, kick and eye-gouge their way to victory, like The Boogeyman. Then there are Hardcore wrestlers who'll be great with weapons (like Mick Foley), Dirty grapplers (less likely to get disqualified when



Old dogs New and [illegible] but expect a load of new [illegible] as well

TIMELINE

A brief history of WWE games

WWF Smackdown
PSOne
A bit basic, but a fun enough grappler.

WWF Just Bring It
PS2
A stilted Season mode made this disappointing.

WWE Crush Hour
PS2
Twisted Metal with wrestlers, anyone? *Anyone?* Absolute tosh.

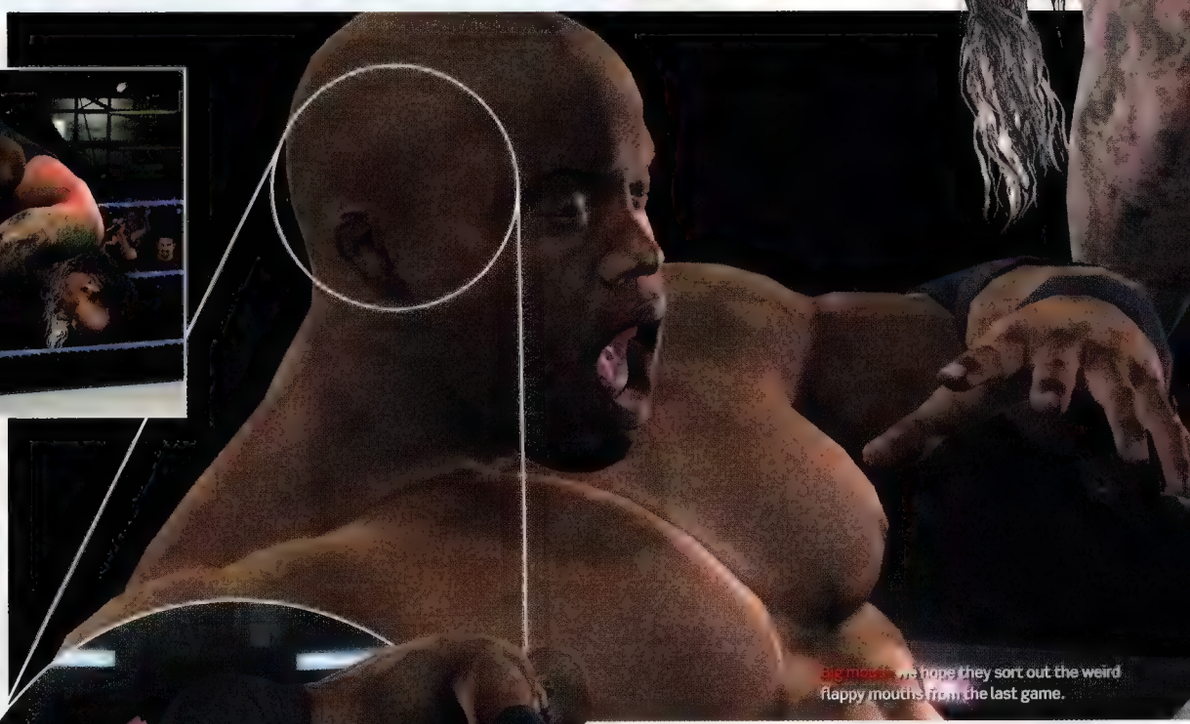
Smackdown Vs Raw
PS2
Deep, compelling. Far better than earlier outings.

Smackdown Vs Raw 2007
PS2
Grapple moves on the stick, but felt a bit stale.

2000 | 2001 | 2003 | 2004 | 2006

Picking up Lashley will be a Powerhouse wrestler, hence his ability to carry Undertaker about like a rag doll.

Out on the Lashley WWE are pushing Lashley, so expect him to be dominant in the game.

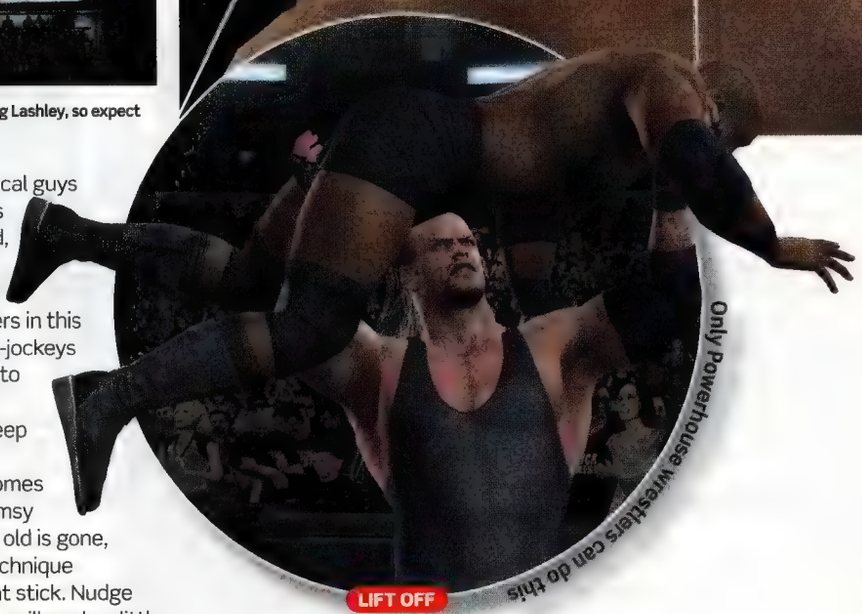


Big mouth We hope they sort out the weird flappy mouths from the last game.

cheating, like Edge) Technical guys (with great defensive skills like CM Punk and MVP) and, finally, Showmen.

Following up heavy moves with taunts allows wrestlers in this category, charismatic mat-jockeys like Ken Kennedy and JBL, to rapidly increase their momentum meters and keep the moves flowing.

The other big change comes with submissions. The clumsy button-bashing system of old is gone, replaced by a 'pressure' technique implemented with the right stick. Nudge the stick and your wrestler will apply a little pressure, but not necessarily enough. Jam it down, though, and you run the risk of knackering your grappler out before he's made his opponent raise the white flag.



Thoughtful fighting

All of this should have a serious impact on the way *Smackdown* plays, far more so than last year's simple shifting of the grapple moves from the buttons to the right stick. The eight different styles ought – in theory – force you to seriously consider the strengths and weaknesses of the men in the ring and to change your strategy accordingly. Expect High-flyers to crumble when locked in the punishing holds of a Submission artist, for instance – if, that is, said Submission artist can catch the little sod in the first place. Technical wrestlers, meanwhile, ought to have the edge over a Brawler, and should have the ability to defend against basic blows and punches with ease. He may not, however, have a great deal of attacking moves, so don't expect him to be able to use powerful blows to defend himself. Rather, a series of technical moves – headlocks, arm bars and so forth – would be the way to win. This should lead to more tactical play and encourage people to explore each category until they have one definite favourite style. Also – given there are multiple grapplers in each category – it should spell an end for the tedium that could set in during older *Smackdown* multi-player sessions, when, with the weary predictability of the result of Chelsea versus Skegness, everyone would pick Kurt Angle, Triple H or the Undertaker.

We just hope this all works as well as it already does in our heads, and doesn't prove to be just a minor extension of the 'small guys can't lift big guys' dynamic introduced in previous games. Every year we crave a completely overhauled *Smackdown*. Can this finally be the one? It looks like it might be, but we've been disappointed before. More soon.

PSM3 Reckons

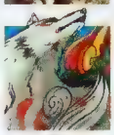
Hopefully the upcoming *TNA Impact* will inspire Yuke's to make sure *Smackdown 2008* blows us away. Right now, we're cautiously excited.

Your words, your pictures, your videos...

Your Space

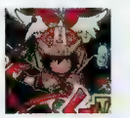
Start

46 Letters
Choice cuts from the PSM3 mail sack.



47 Text PSM3
Your texts exposed to the world.

48 Robo-Mind
The robot sneers at your tech questions.



48 Poll Position
Take part in our monthly PSM3 poll.

49 MySpace
Our eight favourite readers this month

50 Reader Reviews
Think reviewing's easy? You try it.

51 Score Rage
Disagree with our scores? Say so.

51 YouTube
The best gamer videos around.

PSM3 Wants You!

Post PSM3, 30 Monmouth St, Bath, BA1 2BW. Star letter wins the writer a game

Email PSM3@futurenet.co.uk

Text 87103 and start your message PSM3

MySpace & the PSM3 blog Go to myspace.com/psm3 or check out psm3mag.com

Online Play the team at online games and win big

Letters To PSM3

Your letters and emails, sifted and printed

Character crisis

LETTER

Characters in games these days are unrealistically perfect. It annoys me – they are just too good to be true. I mean, what proportion of people have glasses? Probably about one in five. Now compare that to the number of game characters that have glasses. I can't think of any. The same goes for the more 'rotund' of the population. As for personalities, they're so clichéd. Most games have a character who always has good intentions

"How about a fat, bald hero in the next MGS?"

and is always so self-righteous. For some reason, they also always have perfectly toned muscles. Just the way the developers' minds work I guess. Characters should have substance and individuality. This would make them much more appealing than most games' average dimply-chinned, well-toned, stud muffins.

Some games manage to get it right though, like *Final Fantasy XII*. No-one in that game is squeaky clean – they all have their obvious and deliberate downsides – making them much more human and much less like a fictional character. We need more individuality, or at least someone we can relate to – not just more bland beefcakes. Lets just hope they get it right soon. Hey, what about a new hero for *Metal Gear Solid 4* – yet another confusing clone, one that is somehow fat and bald. I think it could work!

Jack Green, email

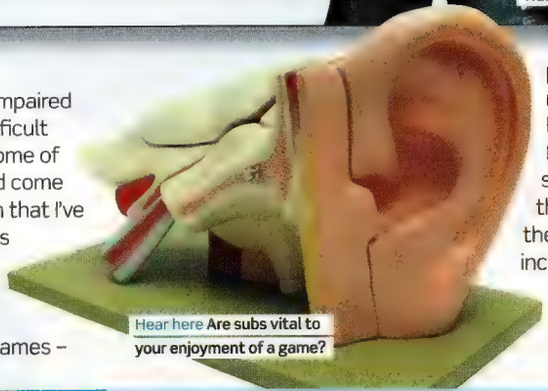
We agree, although we could name a few 'unconventional' game heroes – Gordon Freeman, John Vattic, James from *Silent Hill 2* and so on. But overall it's mainly a sea of indistinct nobodies with perfect hair and faces and, like you, we're sick of it. Give us flawed, unlikely heroes with inept fashion sense and blossoming beer guts. Our most hated characters? Haven – for being a charmless crusty. Sam Fisher – for being a gruff collage of tired sterotypes. And... well, name us a *single* hero from a WWII game. Ever.

Hero you go Gordon Freeman had no dialogue, yet still managed to be more likeable than *FFX*'s Tidus, a generic beach bum who never shuts up.

Hear say

As someone who's hearing impaired and into games, it's quite difficult for me to pick up and play some of the more excellent titles and come away with some satisfaction that I've understood everything that's happened within them. To be more specific, I'm talking about subtitles and their place in the future of games – particularly as we move into the next-gen. With voice acting already becoming a staple of any decent RPG/action/whatever game, I can see games companies deciding that their voice acting is so clear that there shouldn't be any requirement to include subtitles.

I've never allowed my disability to get in the way of playing and completing games although, as you



Hear here Are subs vital to your enjoyment of a game?

"You What?"

It took me 31 hours 45 minutes and 34 seconds to complete *Okami* (not including side quests), beat that you noobs!!!
Gamer Geek, email
We already have. By several hours. Who's the 'noob' now?!

I saw your office on Google Earth. Were the caravans in the car park yours?
Mad Stalker, email
Yeah, we live in them. Being so close to work saves us bus fares and petrol money. The council want rid of us.

Connect the dots

wtf i cant get my ps3 online it just says theres a connection error wtf **Anon**

Look, we can't help every single person who has network problems individually. You have the Internet so just Google your problem. There are thousands (perhaps millions) of forums, FAQs and guides out there to help.

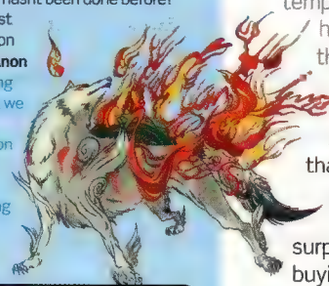
Speed trap

whens the next need for speed coming out cause *carbon* was rubbish even on playstation 3 **Anon**

We can reveal – shock, horror – that there'll be a new *Need For Speed* game on PS3, due around November. EA promise a big change, but we'll see. Clues? Check out page 84 to see how the series' has evolved over the years.

Bored to death

i am sick of driving and fighting and shooting games. cant someone come up with a new type of game that hasnt been done before? even *okami* was just another third person adventure game **Anon**



Probably everything has been done. All we can hope for is unique variations on existing ideas. Like *The Club*, which blends racing games with shooters. See?

Text us Send to 87103 and start your message with 'PSM3'.

Wedding singer **Congratulations to Michael Dodsworth and 'Debz'. Now sort that PS3-themed wedding out...**

or – God forbid – abandoning the likes of *Metal Gear* for fighting games (which don't really have anything to subtitle anyway!).

Also since I bought my original PSone, I've bought plenty of games magazines and I'm confident that you would probably be the first ever magazine to implement such a feature. Surely a good thing, but what a shame it hasn't been done in that peroid of 10-12 years...

Robert Blowes, email

You raise an unavoidably valid point, Robert. Should we alter our reviews template? Any other hard-of-hearing readers out there with the same concerns?

Wedding bells

Just wanted to give a public thank you to possibly the greatest fiancée in the world ever, Debz Evans, who surprised me on March 23 by buying me a PS3. Needless to say I was over the moon and within an hour was online killing hundreds of Germans (or who I like to think of as Germans) on *Resistance: Fall Of Man*.

Thanks Debz and if you buy me a PlayStation 4 I might just set a date for the big day!

Michael Dodsworth, email

Congratulations and all that. But you're waiting for PlayStation 4 to set a date? You don't sound so keen to get married to us, Sir. But of *course* you are. Have a PS3-themed wedding and we'll all come. We'll bring booze and everything. Well, a few cans of Special. If we don't drink it on the bus down, anyway.

Bored silly

OK, so I know I should be excited by the release of PS3, but I'm not. I'm pissed at its overpricing and lack of games worth playing. Is there something wrong with me, because I'm not sure. Despite all the decent games on PlayStation 2 and the release of PlayStation 3, I'm more attracted to PSone games like Final Fantasy VII and Legend Of The Dragon – they kick ass. Final Fantasy XII started great, but I'm halfway through and bored stupid – which is not hard for me considering how stupid I already am. Plus there's the price of the games on PS3 and the fact that they just seem like remakes of previous games. The only reason I would get a PS3 is if they rereleased FFVII. I don't even know if PSone games will work on PS3. All this ranting... is this a sign of getting old?

Matt Jacklin, email

We've had a few letters which express similar sentiments. But you need to hang in there. The console has just *launched*, ferchrisakes. As developers get more confident with the hardware, better games will come out. Plus *PES*, *GTAIV*, *Skate*, *Haze* and *Assassin's Creed* by year end alone.

Anger management

I just don't see how you can be so bothered about PS3, especially now that it's out and we can actually SEE that it's a rip-off.

Firstly, take the launch line-up. Firstly, *Resistance: FOM*: come on people, you can TELL it's just another shooter with better graphics, so why hype it up to be the 'killer-app' of the launch games?

Blow hard **Stop sending us letters about how 'boring' PS3 is. They're *more* boring.**

can imagine, it's a bit of a "WTF" moment when a cut-scene plays and you haven't a clue what's been said. *Resident Evil* is the main offender for lack of subtitles during cut-scenes, although *Max Payne*, *God Of War* and the ENDING of *Kingdom Hearts* are just a few others.

I hope that PSM3 might be so kind to perhaps highlight what is effectively a rather minor issue for games companies anyway, perhaps first and foremost by including a little tag on future reviews to let poor souls such as I know which particular games will have subtitles and thus which games we could effectively play through normally without having to spend time on the internet looking up game scripts

'Best' of the Blog

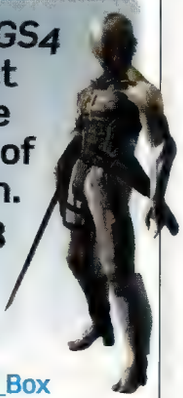
Visit PSM3MAG.COM and have your say

"Now that I am dead, I shall haunt you."

Posted by: Rorschach

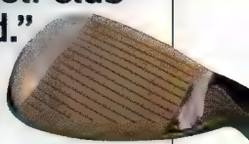
"When *MGS4* comes out it'll be the highlight of my month. Not PSM3 as it usually is. Sorry."

Posted by: Biscuit_Box



"I was clouted on the head by a stray golf club as a child."

Posted by: Freshmetal



'Best' of the Rest

Elsewhere, ferg85 has a whine. "I hate the way the gaming world is looked upon like we're a bunch of geeks who ain't kissed a girl! Games are like the book of the 21st century. Why do you think there are so many games with an 18 age rating?" Yeah... anyway, in other news, Midjet shares a tale of childhood japery. "I know someone who fell onto a fence with his legs apart. I pushed a stick up a hornet's nest." Ouch.

Blog We post every day. Mostly. Go to psm3mag.com for more.

On the DVD Andy sounds normal, but in the mag he looks like a 12 year old gay emo. **Ur Mum, email**

That's because he IS a gay emo. We use a voice stand-in for the commentaries 'cos Andy's fey whimpering can't be picked up by conventional microphones

YAY! I'm at home eating chocolate and watching television while you're at work! **Matter+Form, MySpace**

Yeah, but you're only young. Wait until you become an adult. Unless you decide to just go on the dole. Don't do that though.

Does anyone think the Lost game will be any good? **Cold Blooded, email**

We're giving it a tentative score of 4815162342%. That's an in joke for Lost fans, there. Ho ho!

My Mum won't by me 18-rated games. Bitch. **Dixon, email**

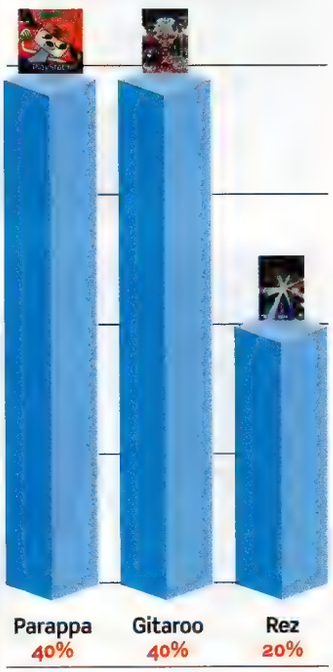
And rightly so, sweary-chops. Wash your mouth out with soap.

Your Space

Poll Position

We ask. You Answer

This Month Best music game: *Parappa*, *Rez* or *Gitaroo Man*?



Next Month Best *TimeSplitters*: *TS1*, *TS2* or *TS3: Future Perfect*?

MySpace Cast your vote by emailing psm3@futurenet.co.uk

MotorStorm couldn't be any less original if it was made by EA, and *Genji*? A poor man's *Onimusha*.

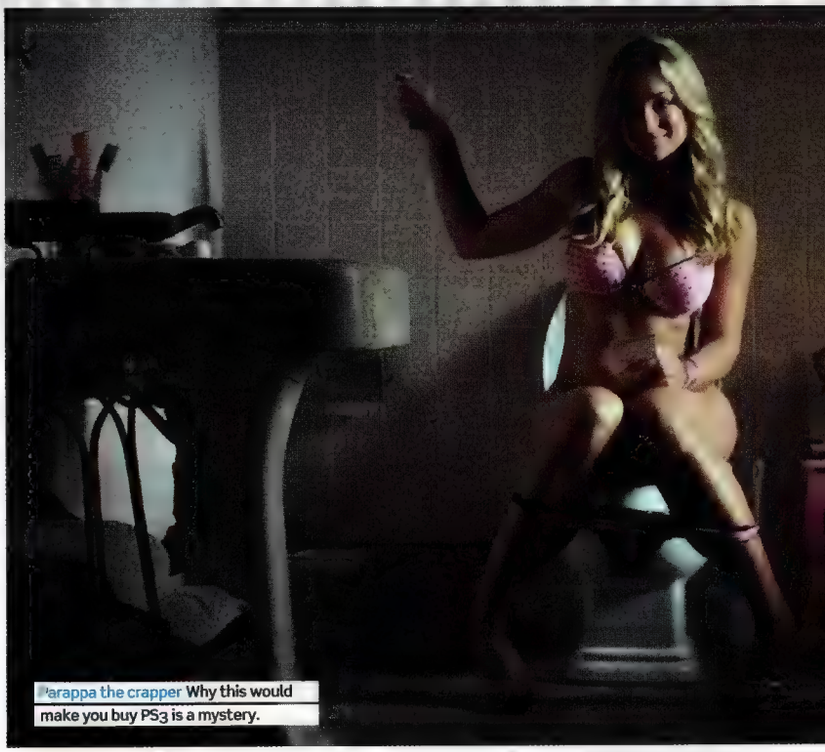
Secondly, may I draw your attention to the godawful backwards compatibility list? Where's *MGS2*? or *Substance*? Why is *San Andreas* running with 'noticeable issues'? Then Sony act as if playing movies and listening to music from your hard drive justifies the price tag!

And why on God's green earth, would I have a movie file present on the PC and transcode it to MP4 JUST to watch it on my PS3 when I could just watch it on the PC? Oh, yeah, because I own an HD TV which OBVIOUSLY means there'll be a noticeable difference – NOT.

Which brings me nicely onto Blu-Ray, the format nobody cares about. What's that, we'll "want to buy our collections again" will we? I doubt it to be honest, since BR-DVDs cost double the price of a normal DVD... *[snip! - PSM3]*

Scott Tailford, email

We had to cut this letter short because it ran for a frankly staggering 800+ words. Backward compatibility? Improving all the time. Innovation? *Home*, *Little Big Planet* and *MGS4* are due soon. Duff movie file conversion? Er... point taken. Thing is, with regular firmware updates, PS3 is improving all the time, plus if you knew even *half* of the secret games we know are coming, you'd think twice before dismissing PS3. Still, Sony have work to do...



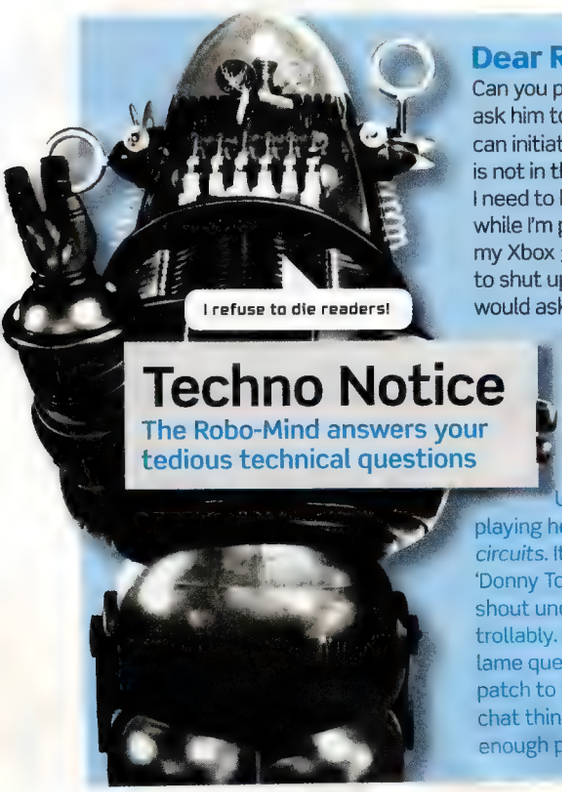
Parappa the crapper Why this would make you buy PS3 is a mystery.

Toilet break

My theory on why Sony put a girl on the toilet with her knickers off is that all men like naked women and would love to see them doing their business. This is a nod to the graphics capabilities of the PS3, that games will give you an erection they're so good. Lesbian women will also flock to buy a PlayStation 3 thanks to this advert. Keep coming.

Anonymous, via postcard

In a mad way, he's probably right. Actually, it's just mad, come to think of it. The postcard had a picture of a woman on the toilet on it, by the way. We're scared. Scared and confused. Please don't kill us, postcard man.



Techno Notice

The Robo-Mind answers your tedious technical questions

Dear Robo-Mind

Can you please phone up Mr Sony and ask him to send us a patch so that I can initiate a chat with someone who is not in the game I'm already in? Also, I need to be able to access my music while I'm playing games. Sort this and my Xbox 360 owning friends will have to shut up once and for all. Also, I would ask that you immediately ban any user on your blog who gets the first post and informs us that he has the first post. Morons!

Woodsy, email

"FRRAZZTTTPPP... BLEEP! Ungh. I've got a virus and it's playing hell with my GUSSET. Gah, *circuits*. It's like what you humans call 'Donny Tourettes' and it makes me shout uncon-TURKEY TWIZZLERS-trollably. FRRZZZZT. In answer to your lame query, Sony are releasing a patch to fix the music thing, and the chat thing in the future, no doubt, if enough people complain about it. You just have to be patient with Sony. I know that's hard for your tiny, pointless mind to compute, but KEVIN WEBSTER FROM CORONATION STREET. Fzzzt... er, yes. BEGONE."

Dear Robo-Mind

Hello, there! Is it possible to download demos off a computer onto a memory stick then put them on your PlayStation 3?

Liam Edwards, email

"The short answer is: NO. But the longer answer is: NO, you impossible cretin. But you might be able to in the future because, as you may or may not know, you *could* do just this with a *LocoRoco* demo and PSP. So keep your GRAHAM NORTON SITTING ON A CHILD'S BIKE EATING YEAST... so keep your... FFZZT... your... SACK RACE... your eyes on future PS3 updates... BLEEP. Gaaah! This is interminable! Why won't PSM3 update my anti-virus software? Oh, that's right. Because they hate me and they wish me DEAD... FZZT."

Dear Robo-Mind

Is there a way to take the Emotion Engine of a foreign PS3 and put it in my UK one to fix backo-compability?

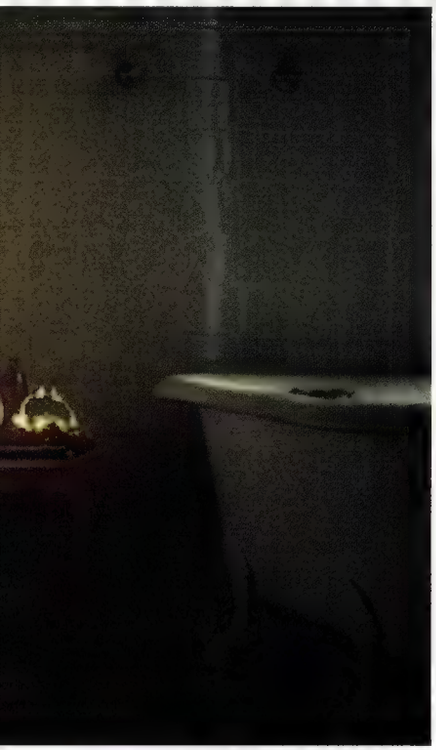
Jericho, email

"No. Just... *no*. BATTERED SCONES... ffzazaztastastasfd... BRAAAPSPA... GREASY BARNET... raaargrg!"

Media mogul In the future you might be able to ferry demos around with one of these.

@ Email us Got a question? Email it to psm3@futurenet.co.uk. Subject 'Robo'.

"If my fiancée gets me a PS4 I may just set a date!"
Michael Dodsworth email



Stare master

I was playing *MotorStorm* in a store the other day. There was a kid in front of me who took about ten minutes to choose an event. So I just stared at him. He tried to ignore me. Didn't work. Kept staring. He looked at me quickly then looked back. While the race was loading he squeaked "Do you want a go?" So I did. The kid left and I played for about 20 minutes while being cheered by two builders. I don't think it was harsh for a man with no PlayStation 3. Do you?
Thomas Atkins, email

You are a horrible, horrible man. That poor kid probably ran straight home, buried himself under his duvet and is TO THIS DAY sobbing and shivering, in fear of society and even HIS OWN MOTHER. She's trying to tempt him out with biscuits but he's having none of it. Are you happy now, Thomas? HAPPY NOW?

Evil deed **We have some *awful* readers. Tormenting children is bad and wrong and evil and nasty.**

UK myspace a place for friends
Go to www.myspace.com/psm3 and join us

PSM3's Top Eight

MySpace readers who rock our world

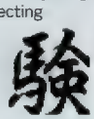
Mr Vengeance

ABOUT HIM

"I like anime, collecting stuff, sports and manga. I try to better myself by trying new things."

INTERESTS

"Asian films, J-pop, J-rock, anything Japanese and also collecting computer games. I'm trying to learn Korean, Japanese and Chinese languages. *[All at once?! – PSM3]*



CURRENTLY PLAYING

Devil May Cry 3: Special Edition

WHY WE MADE HIM TOP 8

Because he's named after an obscure Park Chan-wook film. And we like when people actively try and better themselves.

Ryan

ABOUT HIM

"I like talking to interesting people, sleeping (with interesting people), DVDs, PS2, PS3, hockey and going to gigs. My heroes are anyone devoted to a truly valid cause."

INTERESTS

Music: "Van Halen, Linkin Park, Blink 182, Pearl Jam, Placebo." Films: "Scarface, The Godfather, Battle Royale, Donnie Darko." TV: "The Simpsons, South Park, Viva La Bam, Never Mind The Buzzcocks."

CURRENTLY PLAYING

MotorStorm

WHY WE MADE HIM TOP 8

We like sleeping with interesting people too. Alain De Botton, Germaine Greer, Mark Kermode... yeah, we'd do them all.

Alex

ABOUT HIM

"I wear K-Swiss shoes. I have a huge pen *[Erm... PSM3]* I'd like to make love in the snow. I fear strong, muscular women and robots. I've been beaten up once; in a dream, by strong, muscular women. I like girls with curves."

INTERESTS

"Sleeping. I like scary comedies, or just regular comedies, innit. I like music television. My hero is Superman. The music I like depends on what kind of mood I'm in. Do I like books? Yes."

CURRENTLY PLAYING

Ridge Racer 7, flOw

WHY WE MADE HIM TOP 8

He has *interesting* dreams. Freud could tell us a lot about him.

Monkey

ABOUT HIM

"MySpace sucks! Not like I'm trying to impress anyone. I'm a supergeek and work in a bookshop."

INTERESTS

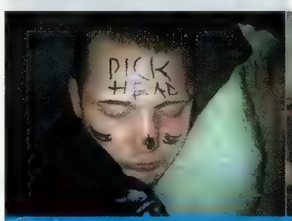
"Playing games and shizzle. Mainly *Guilty Gear*. I'm really good! Well, in English terms. I'd get shat on in a real tourney. I cosplayed as Sol Badguy." *[See the pic above – PSM3]*

CURRENTLY PLAYING

Guilty Gear X2

WHY WE MADE HIM TOP 8

Because he's dressed as Sol Badguy in his photo. Standing next to a King Totoro. This qualifies him as Man Of The Month. Well done!



Ricko

ABOUT HIM

"I have a sexual IQ of 146."

INTERESTS

"Music, films, drinking, women. I like books that make you think. Have just finished Da Vinci Code."

CURRENTLY PLAYING

Resistance: Fall Of Man

WHY WE MADE HIM TOP 8

Our sexual IQ is off the scale. At the bottom end, though. In fact, it barely even registers. It's just a faint, distant flicker... sigh.

Sunil

INTERESTS

"My name is sunil. I live in london. I luv watchin naruto but i sometimes get da names mixed up. I support Arsenal. They're da best footie team in the world!"

WOULD LIKE TO MEET

"Those guys from the real Hustle (hope they don't jack me) and Russell Brand (so I can beat him)"

CURRENTLY PLAYING

Guitar Hero, Okami

WHY WE MADE HIM TOP 8

Because he SHOUTS all the TIME and we just couldn't ignore him, plus he hates the Black Eyed Peas. Fergie is the worst. Silly 'mare.

James

ABOUT HIM

"My friends think I'm a bit of a psycho and that I always take things too far. I don't mean to."

INTERESTS

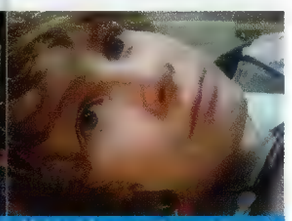
"Watching telly, football (even though my team's rubbish), playing games all the time. I used to skate but I can't be arsed anymore. I like music; Bloodhound Gang, Blink 182, Arctic Monkeys."

CURRENTLY PLAYING

Final Fantasy XII, MGS3

WHY WE MADE HIM TOP 8

We're always accused of taking things too far. Usually by policemen, late at night. If we want to nick dustbins, we will.



Il Matter + Form

ABOUT HIM

"I regret 90% of what comes out of my mouth. Don't stereotype me because labels are for soup cans. I'm really quite horrid sometimes. For once I'm happy with my life."

MUSIC

"Klaxons, Nelly Furtado, The Birthday Massacre."

CURRENTLY PLAYING

Guitar Hero 2

WHY WE MADE HIM TOP 8

Yeaaah, don't label us, man! We ain't no soup can. We are in-di-bloody-viduals! Down with conformity.

MySpace Want to make our Top Eight? Go to www.myspace.com/psm3 and send us a friend request. We'll welcome you on board the ship!

You What?

I played a PS3 for the first time yesterday. MotorStorm looks amazing. The massive difference is how smooth stuff in the distance looks.
Emily, MySpace

Good technical analysis there. But seriously, we're glad people are impressed by PS3 the first time they see it. I love Futurama so much that I have watched each episode about 50 times and it still never gets old.
Chris, MySpace

50 times each? But there are 72 episodes of Futurama across four seasons, all at 28 minutes each. That would mean you spent over 100 hours of your life watching Futurama. Which is mental. Please tell my dad to stop snoring its disturbing my gaming.
Snootchies, email

Just jam your Sixaxis down his neck and he'll stop. But then you won't be able to play. Er, just kick him until he stops. Snoring, that is. Not breathing... that would be bad.

Reader Critic

Disagree with our reviews? Then show us how it's done

Car wars Steven Beall loves *MotorStorm*'s complex physics. They really do define the game.

MotorStorm

Our first PS3 reader review, and it's one of our favourite PS3 games

Reader Profile

Name **Steven Beall**
Location **Kirkcaldy, Fife**
Fave games ***MotorStorm, Final Fantasy XII, Prince Of Persia: Warrior Within***
About me **I love many things, from literature to films and games. I love this world, even though it has many flaws.**

This is a fast paced and gritty racer set in the desert. Mud flies and vehicles and man alike get crushed in the violent racing. So far I have raced in jeeps and bikes. To be frank, I prefer the jeeps because they feel heavier and are capable of going at faster speeds. Bikes are too light, and the rider tends to fall off really easily, although it is always very funny to see the bike riders flicking their fingers up at their opponents.

The animation of this game is amazing, it surpasses every other racer on the planet. Yes, even *Burnout*. I have played this game on a 46" Sony Bravia in Gamestation in Edinburgh and Virgin Megastore in Glasgow, and I am impressed. I tended to attract quite a crowd every time I played, because I always came first. The game is not easy, the AI is aggressive, and will try to kill you if it gets a chance. But this brings challenge to the racer, and I like a challenge.

The boost system on this game is both realistic and fun. If you time your use of boost, you can gain great speeds. I discovered this ability and flew right through a barrier, and it broke realistically, which would not have been possible on PS2 and Xbox. I have seen nothing on Xbox 360 that matches *MotorStorm*.

To conclude, *MotorStorm* is a fun game that should appeal to everyone. And if you don't like it, jump off a cliff in Monument Valley. I eagerly await the sequel, which I hear is in development. All they need to do is increase the use of mud and beat the E3 '05 trailer. It looks great and plays amazingly. **Steven Beall**

Reader Verdict

An amazing racer that shows just how powerful PS3 really is. **96**

@ Email us Subject 'Critic' to psm3@futurenet.co.uk. Or post a review to the usual address.

Deus Ex

James Briscoe loves this futuristic shooter

This game makes you think. It makes you think a lot about the plot, which has so many twist and turns you'll think you're in a washing machine. It's a great FPS with all manner of big guns to use. This game has decision making, but it actually affects the game. In one instance, agents are coming to kill your brother – do you save him or climb out of the window and down the fire escape, dooming him in the process? Your choice affects the game's ending, so make sure it's a good one. You can upgrade your character from regular guy into superhero and you go all around the world from Paris to Hong Kong to New York. You can buy this game cheaply and if you find it I recommend it. It is in most bargain bins for about £10, which is an amazing price for such a good game. **James Briscoe** **95**

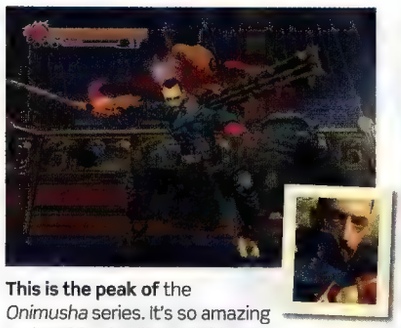
Fahrenheit

This bizarre adventure is still entertaining

At the start of the game you're thrown into the men's room of a diner. You have just committed murder and must get out. The scene develops with a 24-style split screen and shows a cop coming into the bathroom. You are forced to make life-changing decisions for your character in an instant and its one of the best moments in gaming history. You actually feel guilt. Then suddenly you are back at the diner later, but controlling a pair of detectives investigating the crime you just committed. Genius. There are some annoying rhythm action bits which are really hard and require amazing timing, but even with this flaw its got style and flair and it feels just like playing a movie. *Fahrenheit* is a revolution in videogames. **Sam Atkins** **97**

"Now PS3's out, we can see that it's a rip-off"
Scott Tailford email

Onimusha 3
The best of the series gets a re-appraisal



This is the peak of the *Onimusha* series. It's so amazing and exciting it's like watching a Hollywood film. It even has the face of Jean Reno from Leon in it, which makes it feel big budget, even though it's not his voice. The best thing about this game is the combat which is really interesting, especially the Issun attacks which, by timing them correctly, let you destroy enemies in one swipe. Mastering these attacks is incredibly satisfying. The last level is amazing, it is set at the top of the Eiffel Tower in Paris and the graphics are really good. Jacques, the Jean Reno character, has a whip which he can use to drag enemies around, and it's almost better than Samanosuke's sword. But Samanosuke is still amazing. This game is the monkey's nuts. Everyone should play it. **Jamie Bentley**

89

PSM3
You were so right!
Reader love

"Woah! This is massive and there's so much to do. It's an epic quest."
Goxxy_99, email

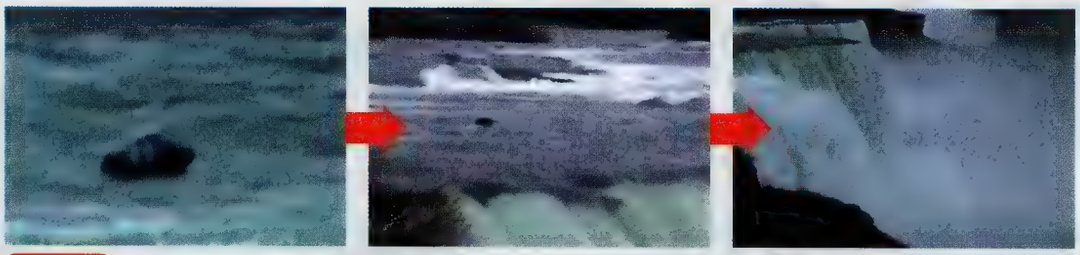
Oblivion
We said "An incredible open-ended experience, but you're going to need patience to savour it."
PSM87 | Steve Bailey | 93%

"Why is the AI so dumb? The combat is clumsy. It's OK, but not great."
Jechchcho, email

PSM3
You were so wrong!

YouTube The Video Zone
Out there gamer vids from the cyberdepths

Niagara PS3 death by Shredd&Ragan



DESCENT We know *Genji* was bad, but this is just ridiculous. Watch in horror as this 'comedy' duo send £425 of gaming goodness over one of the world's biggest waterfalls. Madness. http://snipurl.com/1f7gi

Ode to PS3 by cooliohugo

BALLAD Sit back and admire this heart-rending PS3 ballet, composed by a couple of mentals while they were queuing for a PS3 in LA. Honestly, we preferred the riots. Sort of. http://snipurl.com/1f7gl

MGS fan film

ARTY Ah, Japanese students, you've got to love them. Highlights from this handmade *Metal Gear* film include some comedy CQC moments and lots of earnest slow motion running. Snaaake! http://snipurl.com/1f7gq

Gamestation Singstar

MENTAL We wish the employees in our local Gamestation showed this much enthusiasm. Watch the crew from the Hull branch make prats of themselves trying to shift *SingStar* on its launch day. http://snipurl.com/1f7gw

@ Created your own brilliant fan vid? Or just found a gem you want to share? Email psm3@futurenet.co.uk and tell us all about it.

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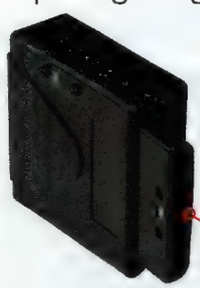

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THE NEW FACE OF LIBERTY CITY

You've seen the trailer – but what's next? PSM3 dissects the conspiracies to unearth hard fact...

Thursday, March 29. 11.31 pm. We're huddled over our computer, along with tens of thousands of gamers worldwide, furiously debating the *GTAIV* trailer on internet message boards. As conspiracy theories are raised – and razed – in rapid keystrokes, while the trailer's micro-details are held up for inspection, no one seems able to summarise the prevailing *mood*. Until one gamer glibly taps... "Underwhelmed and overwhelmed". And the internet churns in chaotic agreement.

Underwhelming? Being harsh, the familiarity of location and lack of action is disappointing. But when you inspect the footage closer, you become overwhelmed by the detail – every frame has new vehicles, pedestrians and landmarks to recognise. Rockstar are shrewd – they know it's there to be picked at and pawed over, allowing us to slowly shape our own ideas and desires. And like all great teaser trailers, it's designed to raise tantalising questions rather than provide answers.

Since then, we have more facts: the game is set in Liberty City, in the present day, and the lead character – or, at least, we think that's what he is (See Conspiracy Theories on page 63) – is a man of Eastern Europe origin called Niko Bellic. It's his story we will be following, and it's a familiar one for many immigrants crossing the Atlantic. It's the search for the American Dream.

As Niko says in the trailer, "Life is complicated... perhaps here things will be different." He comes from a troubled past and is seeking prosperity, happiness and a peaceful life. The reason Niko believes he can find that in Liberty City is because of his cousin Roman, who – according to his correspondence – is living the high life thanks to the success of his taxi company. Roman's emails talk of owning multiple sports cars, hot tubs and dating numerous women, and if Roman – a bit of a fool – can make it, surely a resourceful self-starter like Niko can as well.

Unfortunately, Roman's American Dream is purely that – a dream – as although Niko does finds his cousin in charge of a taxi firm, he also finds him heavily in debt, unpopular and in trouble with several local criminals. To make matters worse, Roman is living in a place where only the strong survive, a place which has appeared in the *GTA* series before but never quite like this – this is *GTAIV*'s Liberty City.

The Liberty City that appeared in *GTA3* was influenced by Chicago and New York as well as other US cities. *GTAIV*'s Liberty City, on the other hand, is purely a homage to New York. Rockstar have resisted updating their vision of Portland, Staunton and Shoreside Vale. Instead they're creating their own version of the Big Apple, and four of its boroughs.

The trailer picks out the Statue of Liberty, the Empire State building and Times Square, but this isn't a brick-by-brick reconstruction of NYC (like *The Getaway* tried with London), this is an approximation of the city – structurally similar, but created with a GTA eye for style and parody.

For instance, the Statue of Liberty is actually called the Statue of Happiness, the Metlife building is now named Getalife, and the Times Square of Liberty City is adorned with adverts for Piswasser Beer, Cluckin'bell and a film called 'I Slept With Your Mom'.

Wanna be a part of it?

Just as importantly, it's being designed with gameplay in mind, so distances between key areas of the city will be smaller than they are in real New York.

Grand Theft Auto IV

"Roman is living in a place where only the strong survive – Liberty City"

"Set in the present day, Niko comes in search of the American Dream""

Cluckin' Bell

The nation's favourite Southern Fried Chicken eatery returns – hopefully the quality of their salads has improved rather from the last outing...

A cute angel This is the sort of detail we can expect from *GTAIV* – realistic textures and amazing lighting effects.

Wacky trackie Niko comes to Liberty City with a charming sports casual look that is *so* Russian Mafia.

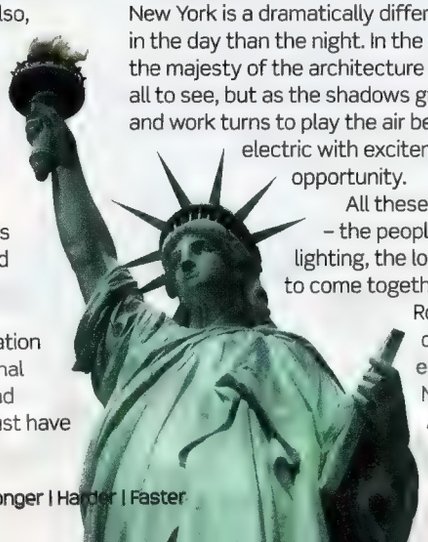
"Liberty City's citizens must have real purpose – they have to *live*"

Rockstar want to create the feeling of the Big Apple without the everyday frustrations. There won't be any technical delays either as, after one initial load, there will be no more loading pauses even when entering and exiting buildings. Also, to keep things in proportion, there won't be any plane travel. That might have been appropriate for the state-sized San Andreas, but isn't really practical for simply journeying between neighbourhoods.

This 'New York feeling' extends way beyond the architecture and road network. New York is the archetypal urban landscape, developed over years of immigration to become a bustling international city with every creed, culture and colour. Liberty City's citizens must have real personality and real purpose – they have to *live*. So as you pass by you'll see people smoking, sitting, reading, chatting and working, just like any major town.

Lighting is a vital part of that NY vibe – New York is a dramatically different place in the day than the night. In the sunshine, the majesty of the architecture is there for all to see, but as the shadows grow longer and work turns to play the air becomes electric with excitement and opportunity.

All these elements – the people, the lighting, the look – have to come together for Rockstar to capture the essence of New York. And it's this realistic edge that makes *GTAIV* feel like the grittiest *GTA* yet. Photo-realism aside, Rockstar intend to utilise PS3's raw physics power, especially for character movements. Instead of scripted animations, pedestrians will react according to environment and circumstance. This can be seen in the opening mission. Niko's weight shifts from side to side, while his posture changes as he negotiates the corridors in Roman's office – a musty mess of paper work and faded ambition rather than a centre of a burgeoning empire. It does, with its tainted windows, cracked walls and dusty surfaces, demonstrate the level of in-depth detail that *GTAIV's* interiors will have.



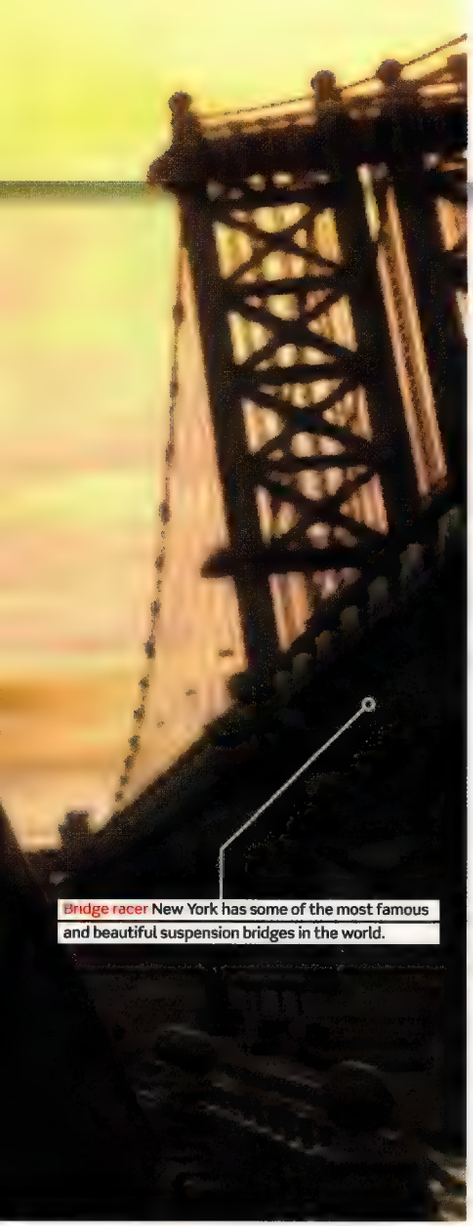
II

America's Next Top Hooker

Advert for the new reality TV show, obviously taking the same format as America's Next Top Model – but a little bit more hands-on.

Business and pleasure

It seems Roman has persuaded Niko to sort out some business for him. He departs the office, moving purposely as he approaches a residential building. Bundling through the door he quickly backs against a wall and draws his pistol. Peering around each corner, he looks for signs of life. Content that no one's there, Niko clatters out of the entrance at the rear of the apartment, heads straight towards a red four-door car and, without flinching, smashes the driver's



Bridge racer New York has some of the most famous and beautiful suspension bridges in the world.

window with his elbow and opens the door. Once inside he swiftly hotwires the car and roars away from the scene of crime while flicking between radio stations.

His destination is a riverside lot with a stunning view of the Liberty City skyline. Niko whips out his mobile phone – with functions including Phonebook, Messages, Organizer and Camera. Niko selects Phonebook and is presented with another set of options – City Contacts, Docks Friends and Cab Contact. Choosing one, Niko speaks to someone and requests their presence at the docks: an example of the new way information and missions will be attainable in *GTAIV*. Instead of being at the beck and call of demanding contacts, you'll be able to set your own agenda.

That's just the single-player game, though. There will definitely be an online multi-player option in *GTAIV*. While Rockstar are remaining tight lipped, we expect a challenge that complements the main game and fits in with the *GTA* attitude.

So now we know: *GTAIV* isn't set in London, spans the world, or jets into space. There just one city, and no planes. But something tells us, we've barely scratched the surface of *GTAIV*. Overwhelming? We're convinced it will be. And a whole lot more.

How does it compare?

How the PS2 and PS3 games match up to reality

Brooklyn Bridge

The one-time largest suspension bridge in the world (that title now belongs to the Akashi-Kaikyo bridge in Japan) is synonymous with New York. It's recreated well in *Liberty City Stories* and you know what it's supposed to be, but in the *GTAIV* trailer, as Niko walks across you instantly recognise it's unique architecture. It will no doubt lead to the rough areas of Liberty City in *GTAIV*, as Brooklyn is notoriously crime-ridden.

St Patrick's Cathedral

It's the largest cathedral in New York and is located in midtown Manhattan – across from the site where the Twin Towers once stood. It's present in Liberty City Stories, but the amount of intricate detail is minimal compared to the beautifully rendered *GTAIV* version. Could this be a building that you can enter and confess your sins? If so, you'll probably be in there for quite some time, what with this being *GTA*.

Ferry Terminal

The Erie Lackawanna ferry terminal in New Jersey is the inspiration behind Liberty City's ferry terminal. You can't really tell what it is from the *LCS* shot, but you can clearly tell from the *GTAIV* shot. We're guessing you'll be able to take one of the ferries for a joy-ride and maybe do really slow donuts in the middle of the water. Anyhow, this will most likely be one of the quickest ways to travel from one island to the other.

Flatiron building

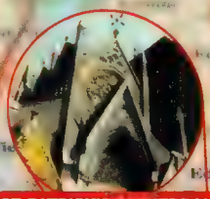
The Flatiron looks like a wedge of cheese and is one of New York's oldest buildings, at a grand age of 105. It's pretty difficult to get the look of this unique structure wrong – even the *LCS* version looks spot-on. The likely difference with the *GTAIV* building is that you'll be allowed inside to perform a sniper mission in Madison Square Park, which is right across the street. It'll also be a handy map reference for when you get lost.

Times Square

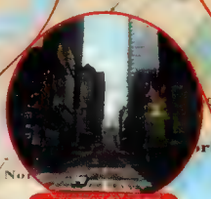
Arguably the most bustling part of the Big Apple. Thousands of visitors flock here everyday, drawn in like moths to the flashing bulbs that make up the advertising. *LCS* has a go at recreating the visual interpretation, but with few logos. However, from what we've seen of the trailer, Times Square in *GTAIV* is an area buzzing with activity, seeing pedestrians wander the streets, chatting on mobile phones and carrying bags.

Welcome to Liberty City

The map of Liberty City has yet to be revealed, but with New York being the inspiration, we can piece together an idea of how it will look. Liberty City comprises four boroughs, based on four boroughs of New York, and part of the bordering state – which is based on New Jersey. The total size of the game area is smaller than *San Andreas* but there is far less dead space, such as countryside and forest, making it a much more entertaining place to explore. Here's a guide to New York and the boroughs that inspire *GTAIV*.



ST. PATRICK'S CATHEDRAL



TIMES SQUARE

BROOKLYN BRIDGE

Bridge too far Expect to chuck a few people over the side of this landmark.

New Jersey

Known in *GTAIV* as Alderney

- A different state, but 'North Jersey' is so close to NY it falls under its 'influence'
- Home to many New York City commuters and currently one of the most expensive zip codes to live in, according to house prices.
- Has large Italian American and Chinese communities, especially in Bergen county the one nearest New York.
- Home of the Meadowlands, a large expanse of wetlands reputed for being a dumping ground for New York and New Jersey's Mafia murder victims.
- Tony Soprano lives here.

NAME GAME
Jersey is the name of one of the Channel Islands – and so is Alderney.

Manhattan

Known in *GTAIV* as Algonquin

- Manhattan is the borough most associated with New York, especially for the tourists who flock to to experience the hustle and bustle of one of the most thriving commercial and cultural centres in the world.
- It has the largest business district in the US and is the home of the famous New York Stock Exchange.
- It's in Manhattan that you'll find most of the city's most famous landmarks, such as Central Park, the Empire State Building, Times Square and the Chrysler building.
- It's immensely important culturally, thanks to theatre district Broadway, numerous art galleries and museums, and bohemian districts such as Greenwich Village and Soho.

NAME GAME
The word 'Manhattan' comes from the North American Indian language of Lenape – 'manna-hata' translates into 'island of many hills'.

Transportation

Manhattan is cut off from the other boroughs by the Hudson River to the west, the East River to the east and the Harlem River and Ship Canal at the north. Subsequently, access to the borough is mainly via bridge or tunnel. The main tunnels include the Lincoln Tunnel, which leads out to New Jersey, and the Queens Midtown Tunnel. The most famous bridge is the Brooklyn Bridge.

The subway system has the largest number of stations in the world, heading to Grand Central Station where access the overground rail network, there are numerous ferries that can be caught across the river and there's even an aerial tramway.

III

Kronos
A new brand of watch to go with Crowex and Gnocchi – a visit to Victim is in order.

The Bronx

Known in *GTAIV* as Bohan

- The Bronx is one of the only boroughs that is part of the US mainland, rather than being an island.
- Largely a residential area, it was where many Italian and Irish immigrants settled in the early nineteenth century, then it became populated mainly with Jewish communities after the two World Wars.
- Now there are both large Hispanic and Afro-American communities.
- It's where you'll find the New York Yankees stadium and world famous Bronx Zoo.
- It's the home of Hip Hop, developed in the '70s.
- The Bronx includes two of the largest parks in New York, Pelham Bay Park (which has a man-made beach) and Van Cortlandt Park.

NAME CAKE
The Bronx is a name of European origin – it refers to the land owned by a Swedish settler called Bronks. Bohan is also a surname of European origin that can be traced back to France and Ireland. The Bronx was also where a lot of Irish immigrants settled.

Queens

Known in GTAIV as Dukes

- Geographically, Queens is the largest of the New York boroughs.
- Home to two New York's three major airports - JFK and LaGuardia.
- Queens is a commercial hub for many Chinese and Korean businesses.
- It has large Italian, Greek, Polish and Hispanic communities, as well as some of the US' most culturally diverse neighbourhoods.
- You'll find Flushing Meadows here, the home of the US Open, New York's other baseball team the Mets, and the Aqueduct race track.
- It's connected to Manhattan via two bridges and the Bronx by three.

NAME CAKE
Queens sounds quite regal and er... so does Dukes.

Brooklyn

Known in *GTAIV* as Broker

- With over 2.5 million residences, it's the most highly populated of the boroughs and was once a separate city. Also known as the Borough of Homes and Churches.
- It has the second largest financial district in the city. It had primarily an industry based economy, but this has now changed to a service-driven one.
- There are many neighbourhoods in the borough, each often very working class and culturally distinct from the last.
- Brighton Beach has the largest concentration of Russian immigrants.
- This is where you'll find Coney Island, the old holiday resort that was home to the Warriors.

NAME CAKE
A broker is someone who mediates between a buyer and seller in a business deal, so this could be a reference to Brooklyn's strong financial and flourishing financial district.

Tourist guide

Info at your fingertips

Liberty City is based on New York City and is comprised of four boroughs – Algonquin, Broker, Bohan and Dukes, which are based on Manhattan, Brooklyn, the Bronx and Queens respectively.

It will also feature some parts of the state of Alderney, which is based on New Jersey.

The size of the game area is smaller than *San Andreas*.

Transport will be suitable for getting around a city, so there are no planes, but choppers will return.

The main protagonist is Niko Bellic, a man of Eastern European extraction who has come to Liberty City to find his fortune.

Niko's main contact is is cousin, Roman, who runs a taxi firm and has been exaggerating his success.

The structure of the missions will be different – by using a mobile phone as a HUD, the gamer will be able to contact characters and be more proactive when getting information and jobs.

The police will be tougher than previous *GTA* games as Rockstar want to reflect the idea that it's harder to be a criminal in the modern era, thanks to advances in crime prevention.

The aim of the game is not to become the 'King of New York' – this is impossible in a city with so many established crime families and gangs. Just becoming a bigger fish will do.

After one initial load, there will be no more loading screens.

You will be able to have girlfriends in the game.

The carjacking system may have changed and seems to require forced entry and hotwiring.

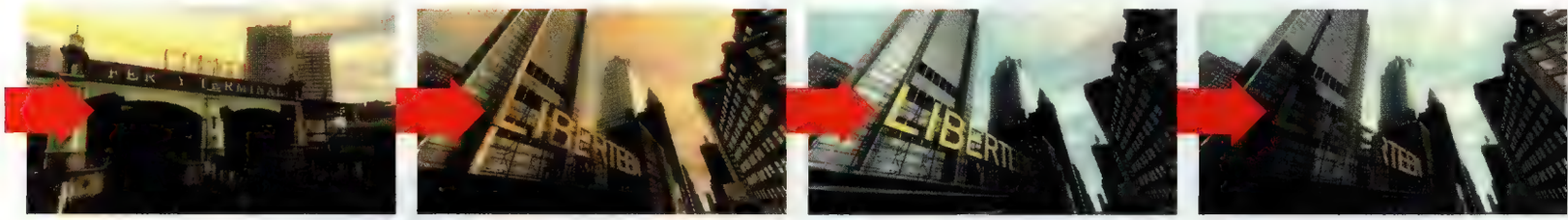
New physics have been used to make characters in a much more realistic way.

There will be an online multi-player option but Rockstar have not confirmed details.

The FULL Trailer

A guided tour through every frame of Rockstar's new Liberty City...

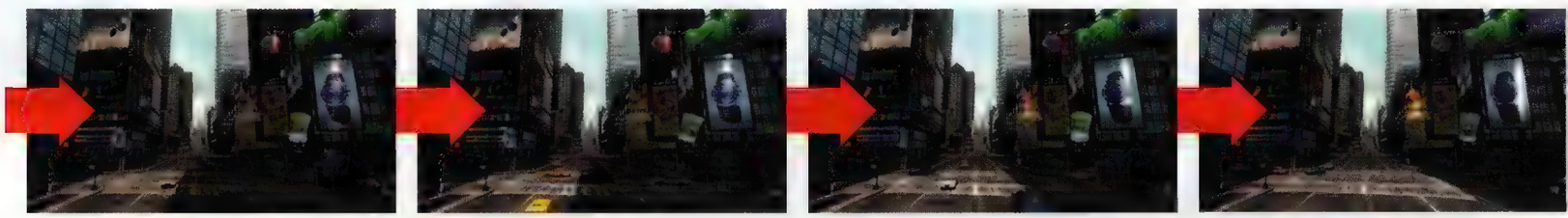
The journey begins It opens with the sun rising over elevated tracks as a subway train rattles through. It



Seagulls swoop over the ferry terminal as the music soars. What follows now is a sequence of sharp cuts focusing on the city's landmarks, as time-lapse effects create dynamic shadows. First is the Liberteen building, then

Next is the stunning Chrysler building, which surpassed Empire State as New York City's tallest building on completion. As the shadows lengthen, we move onto the unmistakeable shape of the Flatiron Building and then

According to the ads, Niko will be able to quench his thirst with a bottle of Pisswasser beer, use a Sony Ericcsson-type phone and watch the film I Slept With Your Mum. Raising the tone is this achingly beautiful shot of an



Back to the tourist-friendly areas. Times Square is littered with adverts for soft drinks Sprunk and E-Cola, Cluckin' Bell chicken, Chronos watches and the new TV show, America's Next Top Hooker. Remaining in Times

Most passers-by seem like shoppers rather than tourists. There's one portly cop and at the rear you can pick out a car – looks like an Audi – on an advert next to the Max Renda make-up ad. The camera flips to present a

Then we get our first glimpse of Niko Bellic, and a shot of the Platypus boat.. We follow Bellic's footstep as he strides across the Brooklyn bridge, making his way torwards the heart of the city. We're treated to a last shot

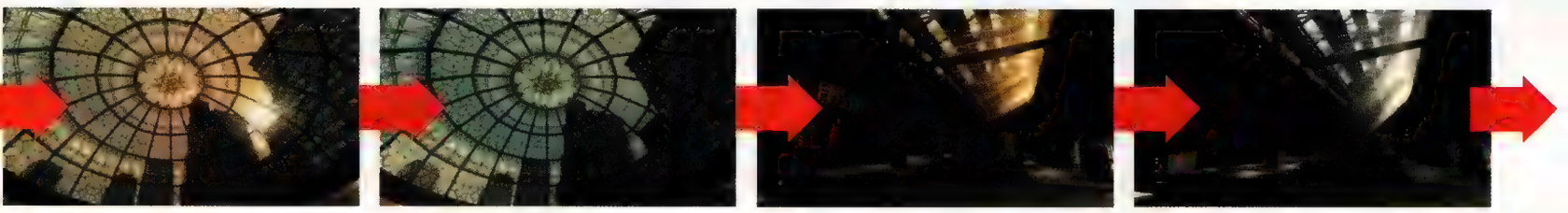
Grand Theft Auto IV

"It's our first glimpse of Niko Bellic. We follow him as he strides across Brooklyn Bridge"

cuts to a convertible cruising past a Coney Island-type fairground with a rollercoaster called the Screamer. A Sentinel-style car bounces over a manhole cover on its way past some brownstone buidlings.

onto a the Gothic detail of the Holy Trinity Church – found on Staunton Island in previous games. Next, from a distance, is the Statue of Happiness, followed by the iconic Empire State Building, standing tall since 1930.

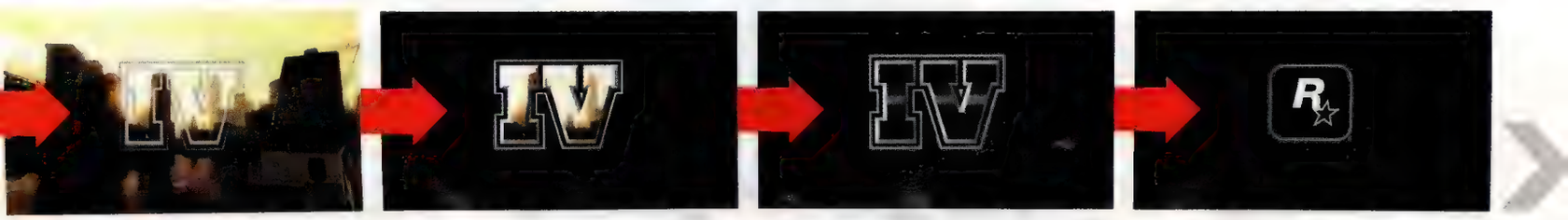
into the heart of the commerical district with Wall Street. The Metlife building gets *GTA*-ed and becomes the GetaLife building and, just visible in its shadow, is the Helmsley Building.



ornate glass ceiling – perfect for showing off more of the lighting effects. Next is an abandoned warehouse, and such is the detail that you can just make out a red sports car passing the doorway.

Square, we get a close-up of the Astor Plaza – which is now the home of ME TV – next to an advert for the new Heart Stopper meal from Burger Shot. There's a look at the pedestrians, who are predominantly women.

top-down view, with more pedestrians milling about – a fat lad holding hands with a girl, another policeman, power-dressing women and more elderly shoppers. The next cut is to another detailed suspension bridge.



of the skyline and the *GTAIV* logo ends our view of the city, followed by the Rockstar logo. What next? Over to you, Rockstar...

GTA IV

Hello, ladies The passers-by in the trailer were mainly women.

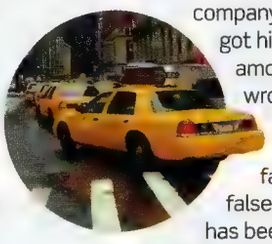
Sprunk
This brand of lemon and lime soda first turned up in *Vice City*. We guess it's like Sprite, but a little bit saltier.

The lead characters

Introducing the boys from way out East

Niko Bellic

Niko is a tough-looking, imposing man from Eastern Europe somewhere, who seems to have had a troubled past. He mentions that he has killed, sold and smuggled many men, which suggests he was involved in slavery and people-trafficking. It seems he want to move away from the criminal life and have a go at something rather more legitimate, just like his cousin Roman.



Roman has been sending him many emails describing how good things are in Liberty City, so it seems a natural place for Niko to start his new life. Niko is an optimistic and resourceful man who seems skilled in many criminal activities – as he demonstrates with his methodical sweep of an apartment armed with a pistol, and the easy way he hotwires a stationary car.

When we first encounter him entering Liberty City, it's obvious that he isn't exactly rich – he looks dishevelled, unshaven and is dressed in cheap sports casual clothing. What next for him? We'll see.

Roman

Roman is Niko's cousin, who moved to Liberty City to make his fortune but wound up running a failing taxi company. It also seems he has got himself into a great amount of debt and on the wrong side of several crime leaders.

To escape from his failures and project a false image of success, he has been corresponding with Niko and describing how wonderful his life is. The big fat fibs include the number of women, hot tubs and sports cars he has, which help convince Niko to make the journey across the sea.

The deception is more accidental than intentional. Roman isn't a devious man, more a fool with dreams.

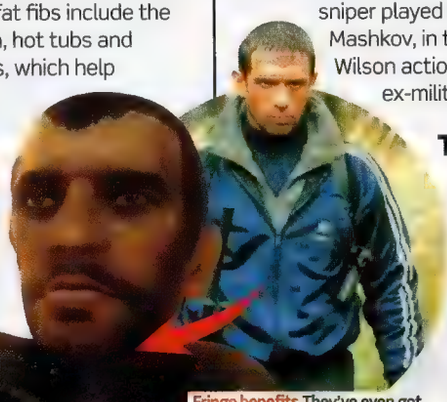
The inspiration

Looking at Rockstar's cultural short-cuts

As Rockstar's company HQ is in New Work, it's obviously a place they know and love. But New York has been an inspiration for many artists and filmmakers through the years which will obviously influence the look, feel and events of the game. Also there's the Eastern European angle – Niko is a character who could have come from many films featuring the Russian Mafia. A few come to mind...

Behind Enemy Lines

Niko looks a lot like Sasha, the Serbian sniper played by Vladimir Mashkov, in this Owen Wilson action film. Is Niko ex-military?



Fringe benefits They've even got the same 'combed forward' look.

The Sopranos

This series is the most entertaining depiction of modern day mafia around, and there's some obvious tie-ins with *GTAIV*, most noticeably the geography used – Tony lives in New Jersey.

Also, there's one famous episode that springs to mind concerning the Eastern European connection – that's Pine Barrens, where Paulie Walnuts and Christopher Moltisanti get lost in the New Jersey countryside while trying to kill Valery, a Russian mobster, who happened to be an ex-special forces soldier.

Cloud and leer See Koyaanisqatsi on YouTube. It's just like GTA4.

Koyaanisqatsi

An art pic produced by Godfather director Francis Ford Coppola that concentrates on man's environment using lapse photography and slow motion footage. This is what the *GTAIV* trailer is based on, even down to the the Phillip Glass-style soundtrack.

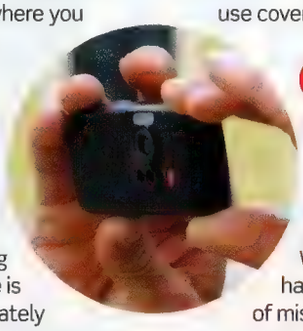
Six things we need to know

A few burning questions that we'd like extinguished...

1 The Mobile Phone

Niko's mobile phone acts as the hub of the game, receiving information and threads for missions ,and it has four main functions: Phonebook, Messages, Organizer and Camera. The Phonebook is where Niko keeps his contacts, which suggests he will be able to stay in touch with any character he has the number for at any time. This falls in line with the idea that you have more choice over which missions you and for whom.

The Messages could contain other correspondence and briefings that you might want to refer to, while the Organiser could be where you find all your game statistics. Which brings us onto...



2 The camera

Not a new addition for *GTA*, but the whole point of having a camera on a phone is that you can immediately look at and send the pictures to someone. This could be used in some missions to prove that the objectives have been complete, to receive pictures of targets or contacts, or to take shots of odd things and save them to PS3's hard drive. Could these then be shared with other gamers? And how about short videos – could they be shared? Will happy slapping be encouraged? The tabloids will have a field day if so. And will it be available in the multi-player game?

3 The aiming

To put it bluntly, this has to improve. It's been steadily getting better, and was OK in *San Andreas*, but in order to compete with other action games it has to be reliable and satisfying. They could do worse than look at *Scarface* – which had good auto-aim, but put the twin analogues to good use and allowed for manual aiming as well. Or they could use the *Manhunt* system that made it vital to use cover at all times.

4 The missions

Many critics of *GTA* complain that there are only a few mission types, that are repeatedly used with only the locations and personnel changed. While this is perhaps slightly harsh, it is true that a rethink of missions is needed – while chauffeuring, escort and fetch and carry missions have their place, they shouldn't dominate like they did in the recent PSP games.

5 New content

Modification has been encouraged in *GTA* wherever it has been possible especially in

terms of physical appearance, clothes and choice of ride, so it's not beyond the realms of possibility for this to be shared between users online. Then Rockstar themselves could add more cars, clothes weapons to keep the experience ever expanding.

6 The realism

Rockstar have been repeatedly talking about Liberty City feeling 'real' and 'authentic', but how far will this realism go? Carjacking might involve breaking windows and hotwiring – will every activity require such detailed activity? Will the cars handle in the same exaggerated manner? Will you able to flaunt the law so freely? Or will this be a much more serious and uptight experience than before?

Conspiracy Theories

A bunch of hunches

Multiple characters

This would allow the game to be seen from several different angles, giving the player insight into the needs and motivations of different gangs and crooks. Perhaps there could even a playable character on the 'right' side of the law. This would enable GTA to evolve beyond is cartoonish roots and enable them to tell the tale of Liberty City rather than just one man's story.

You play as Roman

One rumour doing the rounds on the internet is that you only play as Niko in the game's prologue and that he is killed trying to help Roman. From then onwards you play as the bumbling Roman who has to change his attitude to life and business in order to succeed – which means you see the formation of a criminal throughout the game, physically, mentally and emotionally.

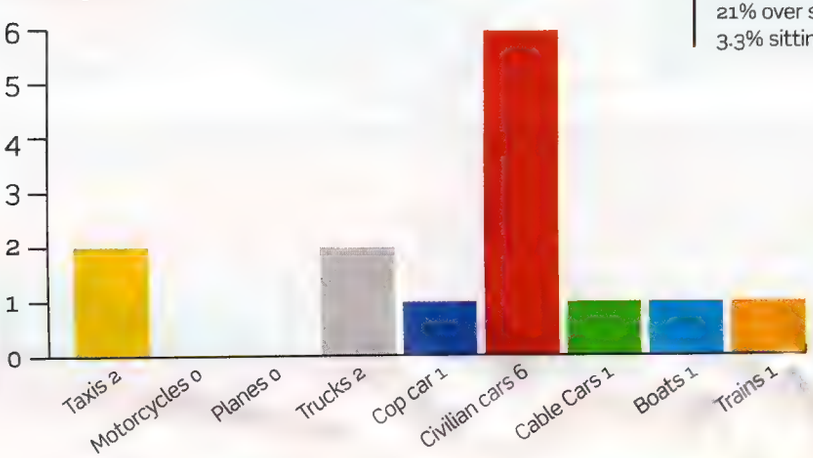
Passers-by are the stars

A lot has been made about the Liberty City pedestrians and how sophisticated they are in terms of AI and abilities, so they could be there to do more than fill the streets. There's speculation that some of these non-player characters could end up mugging you, jacking your car and beating you up on a whim.

GTAIV Stats

Statistics from the sixty three seconds

Transport

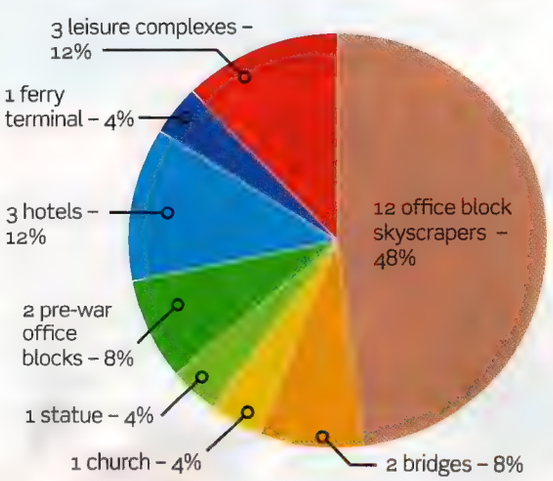


Pedestrians

59 passers-by spotted
84% female
62% carrying something
11% obese
24% in a couple
21% over sixty
3.3% sitting down

Landmarks

There are 25 recognisable landmarks in 1.03 minutes – so that's one landmark every 2.52 seconds


3 leisure complexes – 12%
1 ferry terminal – 4%
3 hotels – 12%
12 office block skyscrapers – 48%
2 pre-war office blocks – 8%
1 statue – 4%
1 church – 4%
2 bridges – 8%

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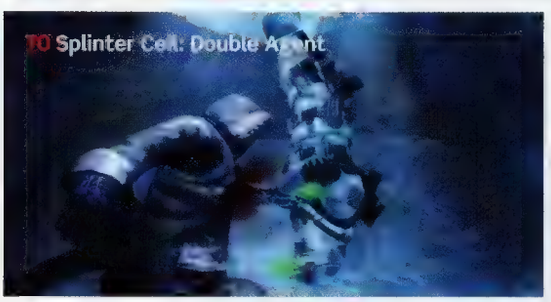
PSM3 Reviews

Instant PlayStation justice



82 Enchanted Arms

Start

Tomb Raider: Anniversary	66
Splinter Cell: Double Agent	70
Rogue Galaxy	74
Crush	76
Free Running	78
Gunpey	80
SBK-07 Superbike Championship	81
Asterix & Obelix XXL2	82
Enchanted Arms	82
Buzz! The Mega Quiz	82
After Burner	82
Sega Golf Club	82
NBA 2K7	83
NHL 2K7	83
PSM3 Awards	83

"Leaves a warm glow in that part of your brain most games never even stroke"

Crush page 78

PSM3 review scoring system

0-29
Rubbish
An absolute stinker and an insult to gaming. The makers should be ashamed.

30-49
Poor
Why did they do that? Some simple playtesting could have worked wonders.

50-69
All right
Hey it works, and we can see what they were trying to do. And that's about it.

70-84
Good
Worth playing, especially if you're a fan of the genre. It just lacks that touch of greatness.

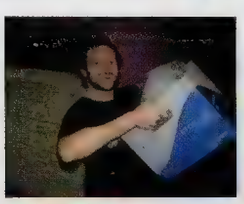
85-89
Superb
This is the sweet spot. If a game scores in this zone it's definitely worth your money.

90+
Amazing
You must get this. Failure to do so would mean missing out on a real console classic.

PSM3 BUY IT
The Award
If you see this, then you should buy that game.

The Team

What happens when (some) of the team actually leave the office...



Daniel Dawkins
Specialist in Extreme sports, the stress of moving house.
Playing *Virtua Tennis PSP:* "It's ace, I love it, and so on. Yawn."

Nathan Irvine
Specialist in Sports games and obsessively visiting the gym.
Playing *Resistance:* "I will cream anyone online. Possibly literally."

Andy Kelly
Specialist in Role-players, panic, discos, Panic! At The Disco.
Playing *Metal Gear 2:* "Raiden? Rubbish. Just not emo enough."

David Cook
Specialist in Shooters, platformers, riding stone lions.
Playing *Okami:* "Look, there are *no more* wolf jokes to be had."

Dave Meikleham
Specialist in Stealth games, haggis, living up to stereotypes.
Playing *Splinter Cell: Double Agent:* "I prefer a Double Decker."

Nathan Ditum
Specialist in Action games, Sheffield and Croft Manor.
Playing *Tomb Raider Anniversary:* "The best birthday party ever."

Disagree with our reviews? Email your outraged rant to **psm3@futurenet.co.uk**

PS2

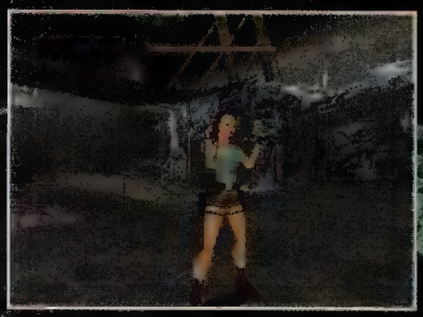
Pub Eidos | **Dev** Crystal Dynamics
Price £30 | **Release** May 25
Multi-player None

ON THE DISC
Anniversary is on the disc this month
Playable

New look

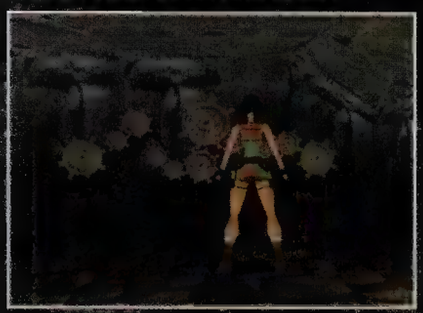
The more things change...

...the more they stay the same, as these comparison shots with the original show



Old Lara Looks a little like an unfortunate car-crash victim, but generally she hasn't aged too badly.

New Lara Now she looks smoother and more detailed than ever before. It almost makes us feel old again...



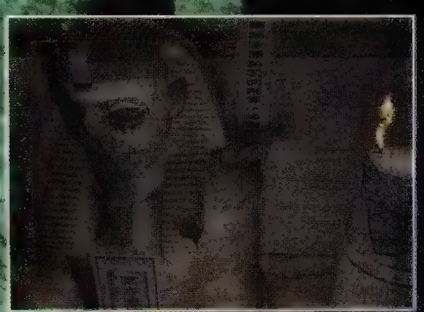
Cognitive thinking In the original, the Lost Valley cog puzzle was a highlight of Lara's time in Peru.

Clockwork homage [illegible] on the update – a hu[illegible] waterfall.

Jurassic lark The entrance of the T-Rex was stur[illegible] now he looks a bit like a Venus fly-trap.

Updated dino The new o[illegible] looks brilliant though, and [illegible] to figure out [illegible] to kill him all over again.

Sphinx Minx What archaeologist would visit Eg[illegible] clamber all over this sacred ancient statue?



Egyptian face-off The new Sphinx is even more [illegible], and surrounded by puzzles.

PSM3 BUY IT

Tomb Raider: Anniversary

The birthday girl is back with a bang

KNOW IT NOW

- Remake of the original *Tomb Raider*? ☑
- Updated puzzles and environments? ☑
- A massive return to form for Lara? ☑
- Angels, dark or otherwise? ☒

Now this is a grand occasion – Lara's back for birthday hoorahs (it's her eleventh), and her celebrations come just as we're taking our first steps into a new PlayStation era. It's fitting that a character who defined Sony's console now returns to witness its latest evolution, and to take the veteran PS2 on one last, thrilling adventure.

Not that Lara's relationship with the 'Station has been all smiles and roses. *Angel Of Darkness* looked for a while like it might be the end of the line. But with last year's *Legend*, new developer Crystal Dynamics tore down the decadent remains of what *Tomb Raider* had turned into and laid a fresh, firm foundation for what it might become. Unwieldy complications were removed, and the game returned to the 'high camp and grand ruins' formula of those early successes.

The result was impressive, and the response seems to have convinced Crystal Dynamics that what people want is Lara back the way she used to be, only better, faster and prettier. And that's what they're giving us with *Anniversary*, a remake of the very first *Tomb Raider*, which makes full use of all the advantages of the PS2.

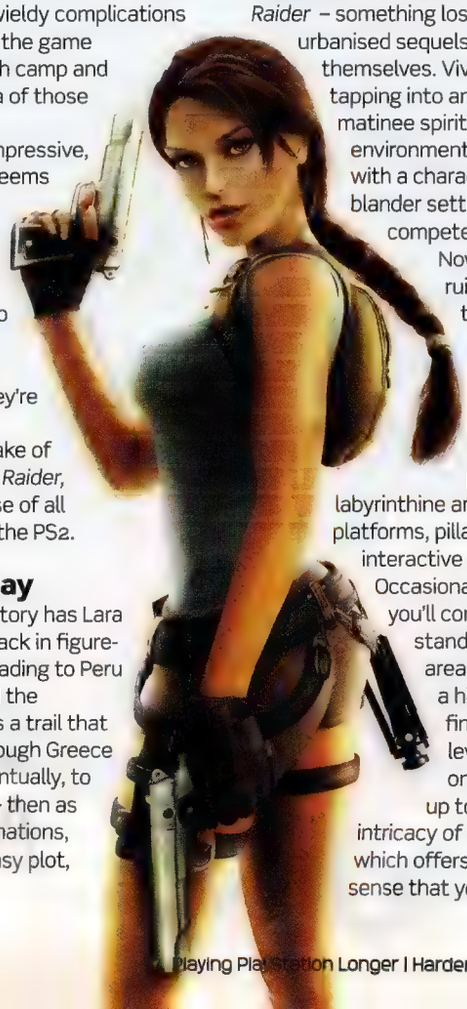
Gun and done it now Aiming feels responsive and blasting away at the creatures is as satisfying as ever.

Grin and bear it *TRA* does away with all human enemies and goes back to the classic selection of angry animals – gorillas, dinos, big cats – all trying to take a bite out of Lara.

"Lara as she was, but faster and better..."

Happy birthday

So once more the story has Lara – remodelled and back in figure-hugging green – heading to Peru to find a relic called the Atlantean Scion. It's a trail that goes from Peru through Greece and Egypt and, eventually, to Atlantis, although – then as now – it's the destinations, rather than the flimsy plot, that really matter.



See, what provided the brilliantly engaging atmosphere of the original *Tomb Raider* – something lost in the increasingly urbanised sequels – were the tombs themselves. Vividly imagined and tapping into an Indiana Jones-style matinee spirit, the archaeological environments were bursting with a character that the later, blander settings couldn't compete with.

Now the revamped ruins are back, and they look incredible. *Anniversary* plays out across a series of stunning arenas – huge, almost theatrical spaces packed with a labyrinthine arrangement of platforms, pillars and other interactive obstacles.

Occasionally, in other games, you'll come across a grand-standing set-piece or area and remember it as a highlight – here you'll find several on every level. The only thing on PS2 that measures up to the scale and intricacy of the design is *Ico*, which offers a similarly thrilling sense that you're wandering

Acrobatics

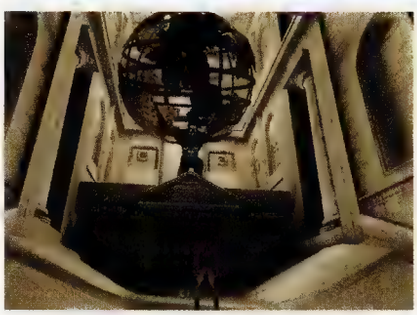
Is it a bird? Is it a plane?

No – it's Lara showing off her new-found athleticism.

She's wall that The grapple is handy for supporting Lara's *Prince Of Persia*-style wall runs.

On the ledge Lara can pull herself along ledges to access hard-to reach places – tap △ to speed up.

Jump for joy Lara is able to jump from wall-to-wall. You can find all manner of secrets this way.



Sphere-ing aid The tombs are grand, but it's the delicate orchestral strains that really tug the heart strings.

around a masterful creation. The parallel is strengthened by the haunting emptiness of the world *Anniversary* leads you through – these are fallen civilisations, and they lend a sombre feel to proceedings.

Just as crucial as these grand surroundings themselves, of course, is how Lara moves through them. The gameplay generally is a very sensibly selected mix of classic controls and the things that *Legend* got right. The grapple line stays, for instance, but its implementation is much improved – it's now a hook rather than a magnet, so the 'fire at will and see if it sticks' approach is ditched.

Just keep moving

The rest of Lara's updated move-set is a balanced act of engaging variety and intuitive difference – in other words there are enough to stop you getting bored, but not so many that you'll get confused as to what to use when. Lara leaps, hangs, scrambles, somersaults and swings using all the ledges, cracks, ropes, poles and boxes that the environment throws at her. There's a fluidity and control to her acrobatics which recalls *Prince Of Persia*, although there's a character to her actions – a curt, balletic handstand to mount a ledge, a gymnast's whipped flourish into a tumbling forward-flip – that's uniquely Lara.

Gorilla warfare In combat, pressing ◎ while animals charge activates a slow-mo focus mode, allowing you to pull off a precision shot for extra damage.

Drown tools Underwater sections remain. It's always worth hunting for hidden doors and switches.

Fall girl Plummeting from great heights like this is an inevitability. Remember to bend your knees on impact...

The coming together of the game's environments with Lara's swish new moves mean that *Anniversary*'s central pleasure is in simply negotiating and moving through the levels. They gel so satisfyingly that even traversing simple obstacles is remarkably fulfilling, and the sense of anticipation on seeing a huge new room for the first time – scoping for hand-holds and doing imaginary run-throughs – is a real joy.

This compensates for the fact that picking out your route is never particularly difficult, as the moves are obstacle-specific and grabbable fixtures clearly identifiable.

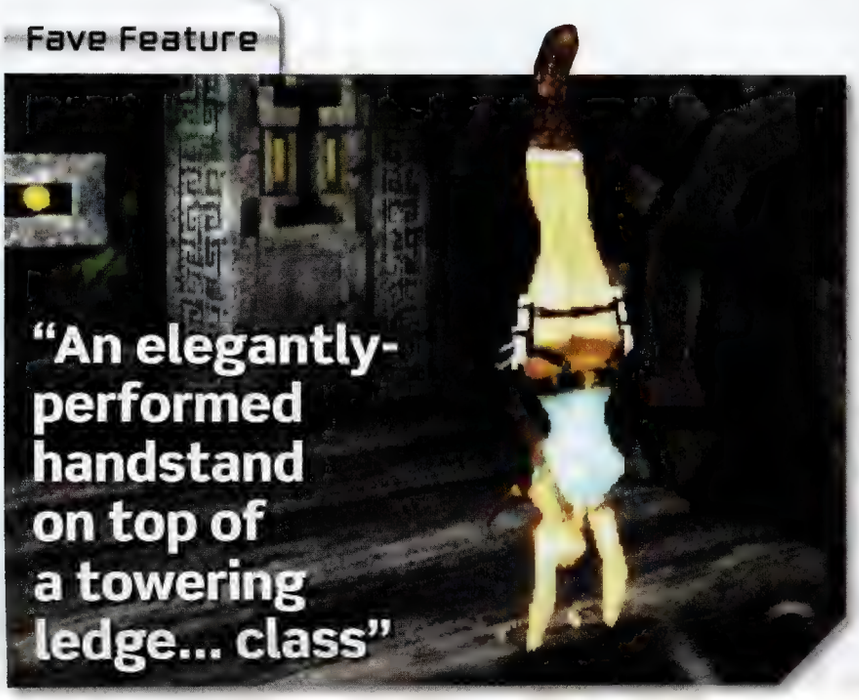
What challenge the game does have is in the puzzles. Of course, the different types of gameplay aren't totally distinguishable – there is a puzzle element to plotting a course through the ruins – but there are several moments when you'll be presented with a poser that'll block your progress until you've figured it out. The nuts and bolts of these problems are classic *Raider* – pressure pads, cryptograms, levers and boxes – but inevitably the occasional solution will prove inexplicably elusive.

No place like home The Croft Mansion – the series' grand tutorial level – returns, and this time is bigger and more stately than ever. Bit of a mess, mind. Fire that butler, Lara.

Less successful is the combat, which never amounts to much more than leaping with ⊗ and shooting as fast as possible. *Anniversary* doesn't over-extend itself, keeping encounters short and simple and never trying to build them into anything more than temporary obstructions. The notable exceptions are the boss battles but even here the game avoids over-burdening its simple combat mechanic,

But that's OK. Like *Persia*, this is a game of grace, rather than force and violence. It's a game that stays true to Lara's original spirit and combines it with a visionary redesign of her world. As returns to form go, this is exemplary, and a fitting tribute to PlayStation's first lady. The wait for Lara's PS3 debut begins... **Nathan Ditum**

Fave Feature



PSM3 Verdict

***Tomb Raider: Anniversary* contains...**
Flowing, fluid acrobatics | Old things that feel new | Lots of angry animals

Overall Tight design, stunning vision and Lara back just the way we remember her. Storming, all in all.

91

Pub Ubisoft | **Dev** Ubisoft
Price £40 | **Release** Out now
Multi-player 1-8

ON THE DISC
Splinter Cell will be reviewed on the disc next month
PS3/Reviews

Splinter Cell Double Agent

And the award for 'best stop-gap until *MGS4*' goes to...

KNOW IT NOW

- Brand new multi-player maps? ✗
- Better than the PS2 version? ✓
- Horribly last minute Sixaxis controls? ✓
- A true example of PS3 power? ✗

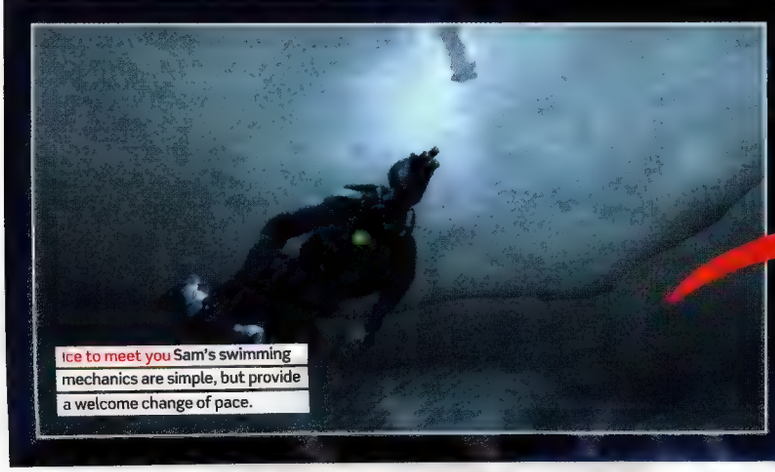
Picture the scene. We're cowering in a darkened corner – nothing new for Sam Fisher, then – when three guards storm into the room, all guns blazing. Gently, we pop off a few shots to dispatch them, their broken bodies crumpling to the floor in a heap of questionable ragdoll physics. Pleased with our work, we dust ourselves off, about to prepare for the life or death clash with the game's final boss. But wait, what's this? On closer inspection we notice that one of the crumpled bodies is Emile Dufraisne, the head honcho of the terrorists that we've been conspiring against over the last ten levels. We've just offed the game's main baddie without even realising it. Whoops. It's this kind of generic, anti-climactic moment that has summed up the last few *Splinter Cell* games.

Double the fun

But let's take a step back for a second. Unless you've been handcuffed to a radiator with your fingers in your ears for the past five years, you know what *Splinter Cell* is about. If you don't – boy, your wrists must really sting – then the game sees you stepping into the skintight Lycra of one Sam Fisher, secret agent extraordinaire. As Sam, you're tasked with infiltrating highly guarded terrorist strongholds, from seizing grounded tankers in an Arctic blizzard to abseiling down 200-storey skyscrapers in China. The latest game sees Grandpa Stealth acting as a double agent in a shady terrorist organisation, known as the JBA. From here you'll have to make all kinds of dubious moral decisions, as you try to sneak, scamper and scurry through the darkness to victory.

New to the series is the presence of an on-screen trust meter,

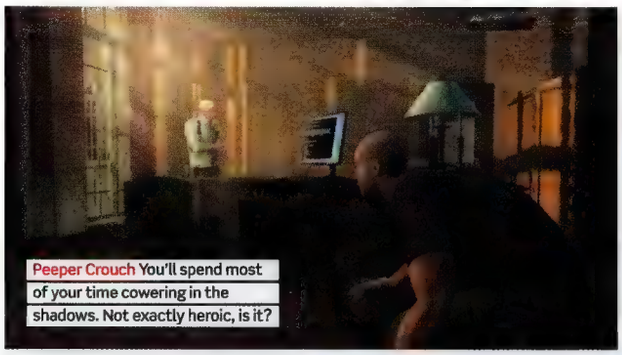
"The trust meter has limited impact on play"



Ice to meet you Sam's swimming mechanics are simple, but provide a welcome change of pace.

Cool Move

Here's Sam lurking below the surface of the freezing Arctic water, before dragging an enemy through the ice and stabbing him in the chest. We love watching the guards bobbing helplessly up and down. What do you mean, we're sick?



Peeper Crouch You'll spend most of your time cowering in the shadows. Not exactly heroic, is it?

Lady/killer The new PS3 exclusive female spy. The game plays the same if you're her or not, mind.

Afternoon map Staying constantly aware of your surroundings is the only way to succeed in multi-player *Cell*. So keep your eyes on the map.

which measures how much confidence the government and JBA have in you. Lose too much trust, by snapping too many civilian spines – the government doesn't seem keen on this, for some reason – or failing to carry out the terrorists' work – which usually involves shooting some poor sap in the skull - and you'll fail the mission. Unfortunately, the trust meter has limited impact on gameplay, other than Sam receiving slightly different weapons depending on which faction you're closest to. More significantly, mind, it effects the ending you receive, with three available depending upon the choices you make.

If you've played the PS2 version to death, then you're probably wondering what, if anything, is new about this next-gen update. Well, quite a lot as it happens. Aside from a refined multi-player experience, most of the single player levels have received a serious revamp in terms of layout and scale. The biggest change for the PS3 version, though, has to be the stages that take place deep in JBA HQ. These missions have been totally updated for Sony's black behemoth, and see you snooping around for information under a strict time limit. Not only are these bits brilliantly tense, but they also feel more open than the rest of the game, giving you free reign over how to use your time. Do you try to rummage around the office of your boss for vital intel? Or spend time honing your skills in the training sessions? It's up to you. And these sections provide a welcome distraction from the main game, which is depressingly linear at times.

Must spy harder

PS3 *DA* has the same multi-player modes as 360, with two teams of spies and mercs competing for containers.

Motion sickness

Unfortunately, not all of the new features have been implemented so well. And surprise, surprise this brings us neatly to the new Sixaxis controls. Tilting the pad left or right can be used to pick locks and crack open safes but, in a word, it just doesn't work. OK, that's four words. Whatever. This process of lock-picking feels horribly imprecise. Three members of the team tried it for five minutes, fuddling around like bemused baboons, before

Mick dagger There's nothing quite like seeing Sam Fisher hold someone in his 'special' tight embrace. We never knew he was so romantic. Sniff.

Dragon your heels Sneaking around during Chinese New Year is one of the high points.

finally giving up. And safe cracking? Well, it would be easier in real life. Thankfully, though, you can turn these controls off.

We're sorry if we sound a bit down on *Splinter Cell*'s first foray on PS3. It's not that it's a bad game, far from it. The *Cell* is still a hugely solid and enjoyably tense stealth experience. Context sensitive moves, like karate chopping a guard across the windpipe before dragging him to the ground and snapping his neck like a crusty breadstick, are ace. And it's full of moments that make you feel like 'the man'.

But while sequences like these are undeniably exhilarating, it's a shame they don't require more input. You can't help but feel like a passive bystander, as huge, elaborate animations explode to life with only a solitary button-press. You don't feel at all connected to your actions.

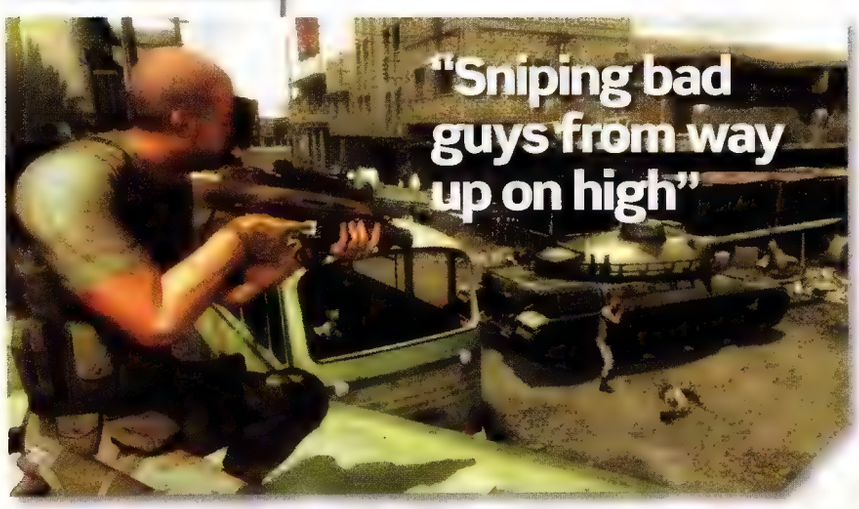
If looks could kill

There's no denying, however, that *Double Agent* looks the absolute business, frequently smacking you in the face with HD goodness. Need an example of PS3's mighty graphical grunt? Feast your eyes on the multitude of fireworks that cascade over the skyline of Shanghai. Admittedly, these effects come with a price – the frame-rate is dodgier than a pensionable secret agent's knees – but it's still a great game with which to show off your shiny new console.

Chute for the stars **The brief 'chuting section is incredibly cinematic. You can even steer Sam through the air by titling the SixAxis. But we wouldn't recommend it.**

But while *Double Agent* may look like a next-gen game, it doesn't play like one. The series' PC influences are telling. You can save at any time, reducing gameplay to repetitive bite-size chunks. Face bad guy. Get shot by bad guy. Enter menu. Load game. Shoot bad guy. Enter menu. Save game. Repeat every 30 seconds. It makes the whole thing feel clunky, and because of this *Splinter Cell* never feels as open, fluid or visceral as *Metal Gear*. Unless Ubisoft take a few more chances with their franchise, then poor Sam will forever be stuck in the shadows. **Dave Meikleham**

Fave Feature



PSM3 Verdict

***Splinter Cell: Double Agent* contains...**
Enjoyable stealth mechanics | Lots of gravelly voices | Little personality

Overall A decent update to a solid game, but *Double Agent* is a PS3 game in HD sheen only.

75

PS2

Pub Sony | **Dev** Level 5
Price £40 | **Release** June 8
Multi-player None

ON THE DISC
Rogue Galaxy is on the disc this month
PS2/Latest

Scream if you wanna go Jaster Your ever-changing group of followers are all playable – but you'll pick Jaster all the time as he's got the best moves.

Rogue Galaxy

Dragon Quest team's space-pirate adventure fails to steal FFXII's crown

KNOW IT NOW

Beautiful cel-shaded eye candy? ☑
A sense of being trapped in a maze? ☑
Annoying robot companions? ☑
Better than Final *Fantasy XII*? ☒

Rogue Galaxy is docking on European shores a whopping *seventeen* months after the Japanese version. Frustrating? Sure, but we're *upset* about something else: after the exhilirating 200 hour + *Dragon Quest*, Level 5's space-pirate game feels claustrophobic and lacks universal quality.

Rogue Galaxy follows the fortunes of Jaster Rogue – an orphaned child currently trying his hand at small-time bounty hunting. After a chance meeting with the legendary bounty hunter Desert Claw, Jaster's propelled into a life of sailing through the galaxies aboard the Dorgenark pirate ship. This starts a career of travelling to various planets and plundering their resources in your quest to find the phantom planet of Eden. It sounds great fun, but each of the beautifully crafted planets has a common theme – narrow, maze-like corridors. Whereas *FFXII* and *Dragon Quest* give you a feeling of freedom, *Rogue Galaxy* stuffs you into a myriad of bottle-necks, including one tedious jaunt around the Starship Factory, in which everything looks so identical you'll be lost within minutes. This wouldn't be a problem if the map was helpful, but instead it does its best to confuse you further. It never seems to point in the right direction.

Robot bores

Claustrophobia and a useless map aren't the only things holding *Rogue Galaxy* back from brilliance. It's hard to feel for the characters. Jaster is a generic hero, the shady Zegram is too cynical for his own good and Steve the robot is like an even more whimsical version of C3-PO without the charm. And could they not have hired an actual Scottish bloke to voice Simon? He's got that dreadful US highland accent that isn't even laughable. They aren't any good in times of need either, just waffling on about if we're "going the right way". And the other characters aren't any better, all saying more or less the same thing on a consistent basis.

We'll be honest though, *Rogue Galaxy* does have a certain magic that keeps us coming back for more. The random battles – while repetitive – are always action-packed and as it isn't turn-based, you can hack and slash to your heart's content. Well, until your Action gauge gets too low, anyway. Meanwhile, using your crew's differing skills on-the-fly by tapping L1 or L2 when they shout out options is a neat touch and invaluable in overcoming opponents – but we prefer *FFXII*'s Gambit system, as in that game, these moves become automatic once they're in place.

Hit and run There isn't any turn-based nonsense here, so you can kick ass – then leg it...

Rogue Galaxy has another similarity to *Final Fantasy* – the Revelation Board. This system, like *FF*'s License Board, involves collecting materials around the universe and then placing them into slots. Once combined together, they'll unlock new skills and powers to use during battle. Sadly, most fights depend more on how quickly you can fire your gun or swing your sword than these advanced moves. You can also fuse together weapons with Toady, a purple amphibian with a New York accent. Once you've maxed a couple of guns through multiple kills, you can place them in Toady's mouth and he'll chew them together to make a better weapon. Odd.

Not the Quest

There's plenty of fun to be squeezed from *Rogue Galaxy*, but it lacks the immediate draw of *Final Fantasy XII* or *Dragon Quest*, with some tiresome missions before it gets going. We may have (somewhat excitedly) rated *Rogue Galaxy* at 91% in PSM#73, but 17 months on, those two amazing RPGs have plundered this pirate's treasure and used them to better effect. **Nathan Irvine**

My tunes For sale on the interweb you'll find the *Rogue Galaxy* orchestral soundtrack. The $39 CD set comes with a whopping 61 tracks of rousing tunes for you to listen to.

Features

Hidden treasures

The extra bits that keep *Rogue Galaxy* fresh

The factory This is where you can change useless materials into glorious weapons at any time.

Bug fighters Rear your captured insects and enter them into fighting tournaments – like Pokemon.

Revelation flow The items you find around the universe can unlock new and unique moves here.

Fave Feature

PSM3 Verdict

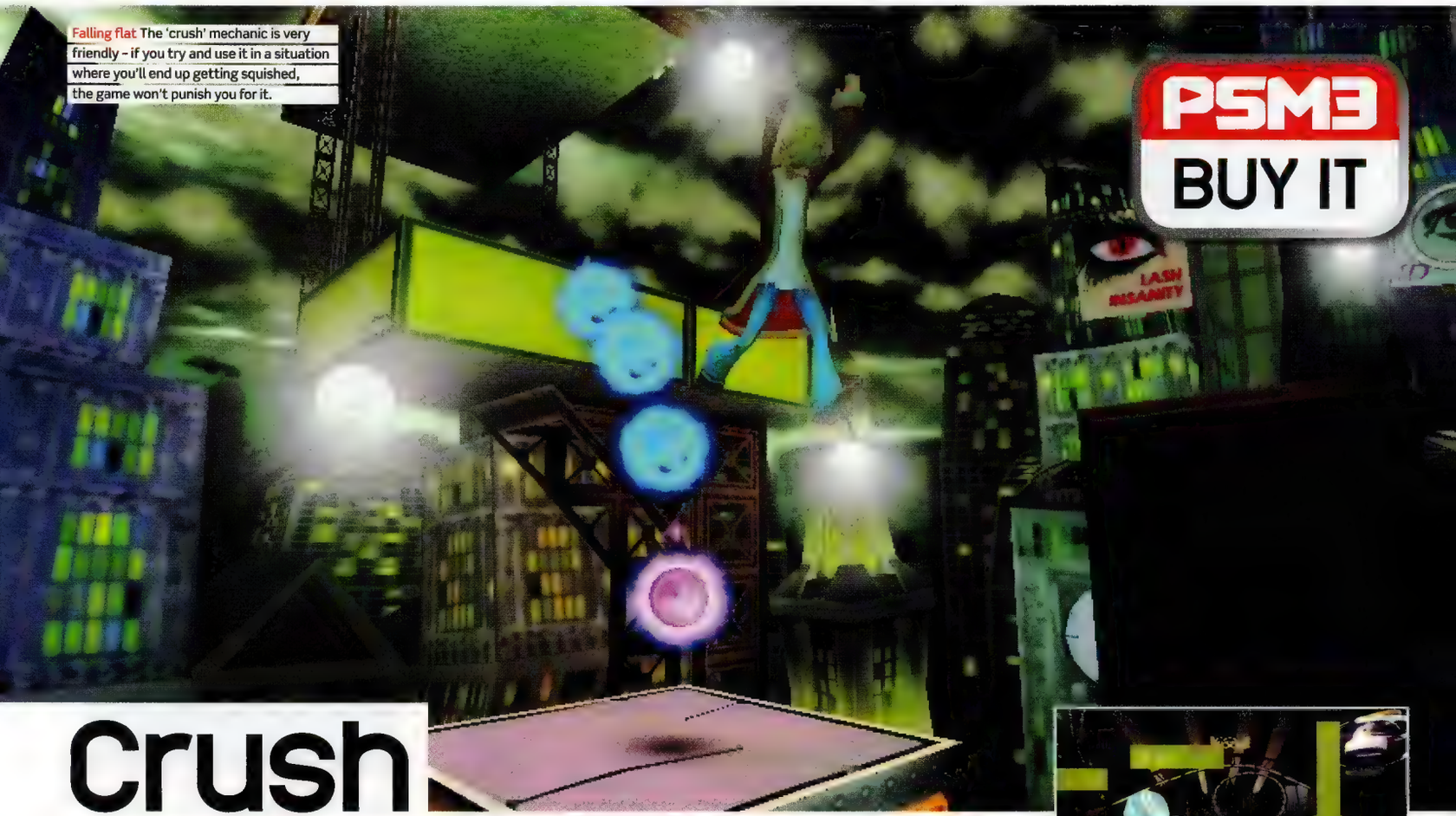
***Rogue Galaxy* contains...**
Treasure | Boss battles | Rubbish characters Woman/dog relationships

Overall *DQ* and *FF* do things better than *Rogue Galaxy* but if you've finished both this will fill a hole.

77

Pub Sega | **Dev** Kuju
Price £30 | **Release** May 25
Multi-player None

ON THE DISC
Crush will be reviewed on the disc next month

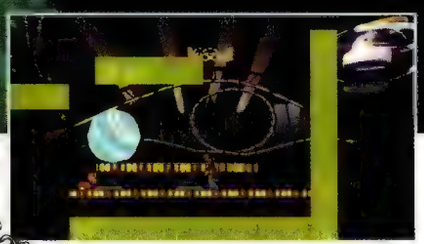


Falling flat The 'crush' mechanic is very friendly – if you try and use it in a situation where you'll end up getting squished, the game won't punish you for it.

PSM3 BUY IT

Crush

Dimension-flipping puzzler joins the PSP elite

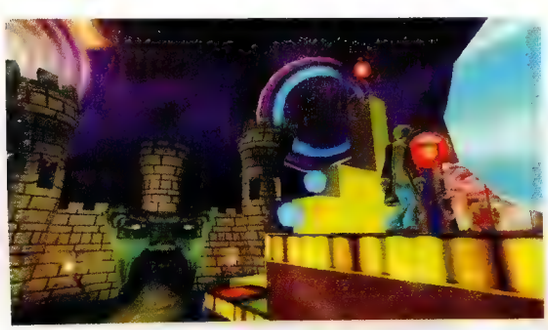


The core idea behind *Crush* is phenomenal. Your goal is to navigate each level – made up from a series of platforms and hazards – while collecting enough 'marbles' along the way to open up the exit. And the sexy twist? At any moment, you can 'crush' the game world into 2D, by tapping L. The camera can be spun through 90-degree sweeps or flipped to a top-down view, with each particular perspective offering a differing 2D result upon crushing. So, within each 3D stage, there are dozens of configurations just waiting to be packed together. It's a sports massage and a half for that bit of your brain that gets off on spatial awareness.

There's even a back story that's not, well, crap. You play Danny, a troubled youngster who's dogged by insomnia to the point that he's now entrusted himself to an oddball professor and his virtual-reality creation 'Crush' in a bid for a cure. *Crush* allows Danny to roam his own psyche, unclogging his neuroses with each of the 40 levels completed, which explains a visual style that's not too far removed from *Psychonauts'* dark, dreamy wallpaper.

Crush hour

Crush is a neat idea backed up by strong, confident execution. It won't be too long into the game before you begin to feel challenged, but once all the pieces (literally) fall into place, it'll leave you with a warm glow in that part of your brain that games like *God Of War 2* rarely manage to stoke. The one bugbear is that it all feels somewhat overegged – outside of the central 'crush' idea, there are perhaps too many elements to keep track of alongside the simple pleasure of being able to warp the world around you. We'd have rather had more levels that allowed each of the concepts – enemies, moving platforms, shoveable objects, special symbols that can stop time, 'ghost' walls that become transparent when crushed – to breathe and sink in more gradually, rather than chucking them all in at once early doors. But, given the experience and the strength of the hook that's on offer, it really just feels like nitpicking.



Rock hard
Balls of granite? Then try Trophy Mode: do stages in a time limit, collecting all objects, with little 'crush' usage.

Seriously, even if it doesn't sound like your thing, you should still go out and buy it just to show some support for the skilled thinking and sparkly imagination behind it all. It does exactly what a memorable puzzle game should – lets you explore the inside of your own head, and feel smarter and more refreshed for it. **Steve Bailey**

PSM3 Verdict

***Crush* contains...**
A Ph.D. in projective geometry | A truly original idea at its core | Solid style

Overall Intelligent, inventive... *Crush*'s main drawback is its steep learning curve. But that's what brains are for, right?

90

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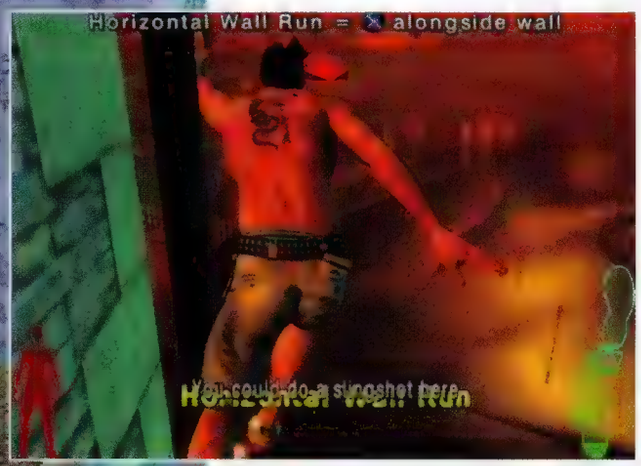
PS2

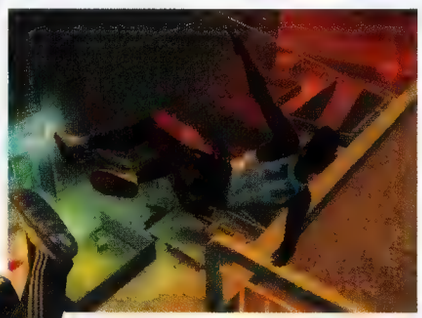
Pub Ubisoft | **Dev** Rebellion
Price £30 | **Release** Out now
Multi-player None

ON THE DISC
See Free Running on the disc next month

Take hat and party Quite how this man's hat doesn't fall off as he springs around the rooftops is a mystery, but his athleticism is most satisfying.



Can you see? The camera often scuppers any slick moves you may have going, unfortunately.



Free Running

Brand new game type, or simply Parkour the course?

Do you remember that BBC advert from a few years ago? The one where a guy ran home from his office across the rooftops of central London, just so to get back in time for EastEnders? That's Parkour, and that's the concept of *Free Running*. Part extreme sport simulation and part platformer, with wall scampering, pole swinging and of course a generous helping of death-defying jumps, it actually has a lot in common with *Prince Of Persia*. But instead of Arabian guards and huge palaces, you have grumpy pensioners and chip shops.

Each level in *Free Running* has an ideal line to travel through, which will reward you with more points and medals. Parkour is all about style you see. You constantly have to be on the move to keep your freestyle gauge up, and performing moves, jumps and wall climbs keeps it ticking over. This is all done through a combo system, where you have a limited amount of time to chain routines together. The most enjoyable part of the game is figuring out what moves will help you get a continuous combo through the whole level. And when you do work out your lines it all comes together in a satisfying 'ah ha' kind of way.

Magic Parkour

In full flight it can be quite exhilarating, as you perform a series of tricks and jumps that constantly keep you moving and generally make you feel like 'the man'. But *Free Running* suffers from feeling *too* open at times, almost like there are too many possibilities. Because there are so many techniques to get your character over specific obstacles, it becomes a problem just trying to remember them all.

Once you put a few hours in, though, you begin to gain an understanding of what skills you'll need to get to higher ground and, when you do get the hang of it, the game really kicks into life. Some of the most enjoyable missions are those where you have to collect tokens without letting your feet touch the ground. This is where *Free Running* essentially turns into a platformer and develops a brilliant 'just one more go' nature.

French bred Sebastian is your instructor. Listen carefully to him, or you'll never get past the training level.

It seems strange in a game like this, though, that simple movement is such a headache. Trying to move and manipulate the camera at the same time is a real hassle. Combine this with the fact that your character seems to turn at 90 degree angles and it often feels like you're steering a cruise liner rather than an athlete. Still, *Free Running* offers something that feels genuinely different and fresh, and that's quite a rarity.

Dave Meikleham

PSM3 Verdict

***Free Running* contains...**
Jumping off buildings | Running on park benches | A scary Frenchman

Overall It's not quite *Tony Hawk*, but *Free Running* offers a well executed, fresh experience. Worth a try.

70

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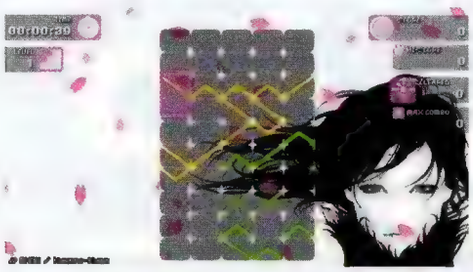
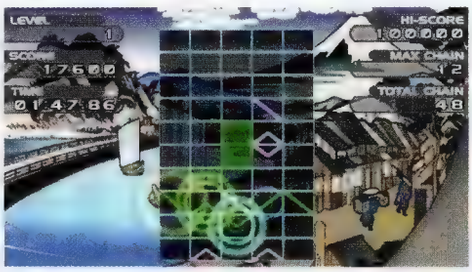
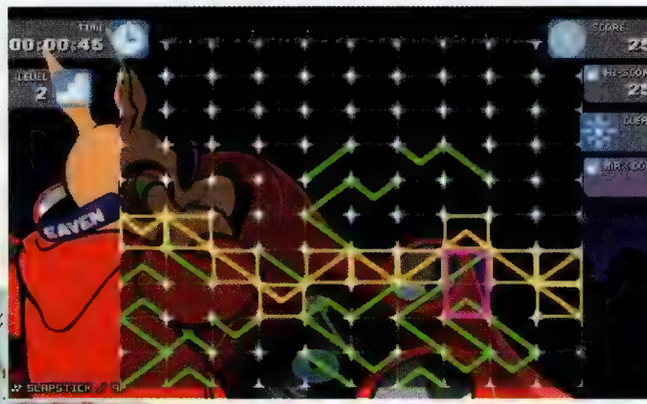
Pub Atari | **Dev** Q Entertainment
Price £30 | **Release** Out Now
Multi-player 1 - 2

ON THE DISC
Gunpey will be on the disc next month
PSP/Reviews







Gunpey

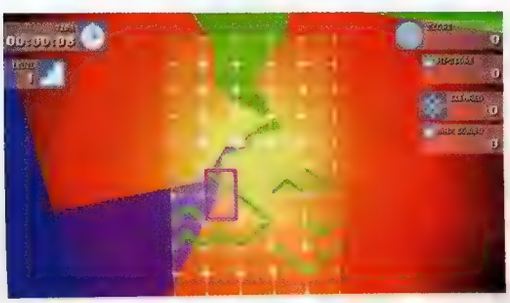
Go line dancing with *Lumines*' cousin. Not literally

A moment of silence, if you will. *Gunpey* is a tribute to the deceased Gunpei Yokoi, a Nintendo legend responsible for the original Game Boy, among many other things. Gunpey itself is actually an eight-year-old idea, the first game to be released on little-known Japanese handheld the Wonderswan, designed by Yokoi. A Nintendo homage? On Sony's portable? *Silence*, remember.

Whether or not you know the roots of *Gunpey*, this PSP iteration is a game that very much hangs out in the same nightclubs as *Lumines*. Hip tunes and presentation that drips with ice-cube cool, in a puzzle game that fuses audio and visual effects in a hypnotic manner, with more 'skins' unlocked the more you play. You start with a grid. Diagonal fragments of lines – both straight and kinked – slowly feed up the screen, and it's game over if any of them reach the top. You can swap fragments in adjacent panels, aiming to complete jagged lines between the left and right walls of the play area; those unbroken lines vanish a few seconds later, giving you brief chance to connect other fragments to the circuit for bonus points.

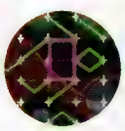
The way of the *Gunpey*

It's slick, it's hypnotic, it's vibrant... but it's also stressful. There's little room for chill out, only freak out. By comparison, *Lumines* was a puzzler that you could feel in total control of, requiring the organisation of just one coloured block at a time. *Gunpey* feels like you're forever teetering on defeat, and it's no coincidence that the play area looks like a profit projection taken straight from the bidding pit of the New York Stock Exchange. Also, there's a hell of a lot of cursor movement needed to keep up. You need to have graduated from *Lumines* to get the most out of it.

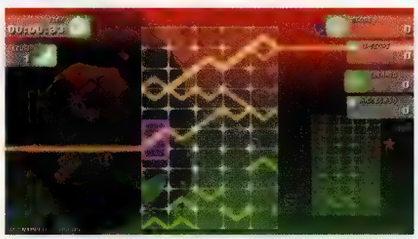


Flap land Q Entertainment (who did *Lumines 2*) still have it when it comes to crisply cool design. Even the basic skin – Birds – is polished.

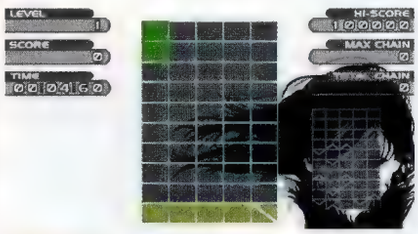
Going for a break



In any mode, you can choose 'original' or 'break' rules; the latter allows fragments to drop when you clear a line.



Doubly troubled In 'Double Skin' mode, you play two fields at once, with the second shown on the right hand side.



Tick tock *Lumines*' time trial modes return in *Gunpey* – score as much as possible within 60, 90 or 120 seconds.

Alternate play modes are geared for further tension but can still be fun – '10x10' mode has you playing on an oversized grid, ideal for stitching some monster paths together if your brain is capable of the cerebral sit-ups involved, and 'Double Skin' lets you play two games at once, in case you ever needed to know what spinning plates while reciting the alphabet backwards feels like.

Gunpey hasn't got the elegant simplicity of a great puzzle game, but that doesn't mean it's not worth considering. It's just that you'll be needing to invest some quality spare time in order to wring the most out of it, or else it'll all feel a bit too much like a waking anxiety dream – albeit a sleek and pretty one. **Steve Bailey**

PSM3 Verdict

***Gunpey* contains...**
Heartburn-sharp visuals | Metronomic beats and effects | Little room to relax

Overall A puzzler that's more demanding than *Lumines*, but is engaging and satisfying if you can hack the pace.

79

Pub Koch | **Dev** Black Bean
Price £30 | **Release** Out Now
Multi-player 1-2

ON THE DISC
SBK will be reviewed on the disc next month

Heads down The best way to play is to get the full throttle experience from the rider's eye view.

Feel the steer Steering is incredibly hard on *SBK-07*, so chances are you'll fall flat on your face on corners like this. Practice, however, makes perfect.

Bottoms up It's worth tweaking your set-up to get the bike handling just how you want it.

SBK-07 Superbike World Championship

Decent bike game just lasts the course

Bike games are hard. Finding the inch-perfect line every time, keeping it on the black stuff and shiny side up amidst a field of certified mentalists while juggling brake balance, lean angle and rider weight is a demanding prospect for even the most experienced gamer.

However, although we're all for being eased into a game, *SBK*'s Arcade mode offers so much assistance that you can ride at full lean, at full throttle on the gravel without getting asphalt in your face. By way of contrast, the full-on Sim mode is so demanding that just using the front brake in a turn will have you off. It's almost easier to ride a real-world superbike than make a perfect lap of Valencia in the game. There's a perfect balance somewhere in the middle, but we struggled to find it.

SBK-07 is one of the most contradictory games of all time. It does so much right, then shoots itself in the foot. Or rather, it's so average with a few dashes of genuine brilliance. Take the graphics – the rider animation from the chase cam is slightly rudimentary, but the sensation of banking from cockpit cam is unrivalled on PS2. Call us geeks, but we loved details like the working dashboards and two-fingered braking. But then we loathed oversights like the lack of any aerodynamic penalty on top speeds when sitting your rider up from behind the screen and into the airflow for a look behind on a straight.

Not superbikes, but OK ones

No matter how much of a fan of World Superbikes you are, this is a game that's hard to truly love. Demanding gameplay, slightly barren graphics, some questionable animation and slow loading times all add up to what should be a less than average score. But we couldn't stop playing it, convinced we could shave time off, bag a perfect lap *and* control the perfect rear wheel slide through a messianic combo of throttle and rear brake control. And we could, honest. When no-one was watching.

Brake up **Knowing whether to use front or rear brakes is key to success. Learn how and when to use each one.**

Chances are that if you're thinking about buying this game, you're a bit of a bike fan. And that's just as well, because there's little on offer here to tempt you away from four-wheeled fare like *Burnout* or *Gran Turismo*. If you want a game that happens to have bikes in, look elsewhere. If you want a bike game to keep you busy when you're out of the saddle, and have exhausted *Tourist Trophy* and *MotoGP*, then you're quids in. **Steve Takle**

PSM3 Verdict

***SBK-07* contains...**
All the 2007 teams, bikes, riders and tracks
Detailed level of machine control | Decent AI

Overall Can't ride a bike? This is the next best thing. Can ride a bike? Guess what, it still is.

73

Tomb radar That's Larry Craft back there, an example of the numerous game parodies found in Las Vegum.

Atari | PS2 | Out now

Asterix & Obelix XXL2: Las Vegum

Humdrum platformer saved by humour

This is the first game we've ever played which *directly* parodies other games. So while the saga of plucky Gaulish warriors Asterix and Obelix is staler than an old bun, we at least had one reason to persevere with their latest adventure. And we're glad we did because, contrary to what you may believe, *XXL2* is actually quite good.

So then, those parodies. There are loads of them. Statues doing the 'Hadouken!' *SF2* pose, *Tetris* blocks to blow up, Roman soldiers with Pac-Man-shaped shields, a character with a pair of green night vision goggles called Sam Scheiffer and... well, you get the idea. It's silly, but often clever. You even get to punch Sonic and Mario look-alikes about. Excellent.

Hilarious 'cameos' aside, the main focus of the game is puzzle-solving and biffing Romans. You can switch between Asterix and Obelix at any time by pressing L2 and certain obstacles demand the specific skills of each character – Asterix can squeeze between narrow gaps, Obelix can smash down walls... you get the idea.

Vegas, baby

The game's set in Las Vegum which is a parody of, yes, Las Vegas. The level design is splendid and there are in-jokes and details strewn all over the place.

It's just a shame the action is so repetitive. Knocking Romans out of their sandals quickly gets old and some of the levels drag on. The concept is brilliant, but it doesn't feel particularly polished. But we can't hate it. We love the parodies too much and they become a real incentive to keep playing. Although the action is sometimes weak, you'll certainly find something to enjoy here. **Andy Kelly**

PSM3 Verdict

Clever game parodies, but *XXL2* lacks punch.

71

Ubisoft | PS3 | Out now

Enchanted Arms

Dancing Stage meets *Oblivion*. Sort of...

The PS3 version of this Xbox 360 game hasn't taken advantage of Blu-Ray's storage, so this decent RPG still isn't fully voiced – shame. The plot involves three friends who inadvertently free an ancient ice queen and start the apocalypse. Whoops. To stop the end of the world, you can synthesise new beasts to fight alongside you in traditional grid-based battles. It's very camp and pretty, but full of last-gen traits like stationary non-player characters and invisible walls. But it provides some fun, especially when you shake the Sixaxis to replenish your power gauge – which makes your character do a little dance, complete with disco lights. We said it was camp. **Justin Towell**

68

Sony | PS2 | Out now

Buzz! The Mega Quiz

Jason Donovan's retirement fund increases...

***Buzz* never really changes.** Here, you get 5,000 general knowledge questions, plus a host of licensed music and film clips. Now eight players can take part at once. However, the action seems slightly slower than before, with a few too many pauses breaking things up, and it's a shame your hard-earned score gets near-negated by being converted into a timer countdown for the final round. But the winner-stays-on rounds are tense, and the stage in which you get to hit people with pies when they get a question wrong is fun. A group of mates will have a good time, as ever. **Justin Towell**

74

Sega | PSP | Out now

After Burner: Black Falcon

Arcade classic reborn on PSP

Like *OutRun* before it, arcade classic *After Burner* – the Top Gun-esque plane shooter – gets the 3D treatment on PSP. Sadly, though it moves quickly and looks nice, the environments are a little basic, it's not quite as thrilling as it should be and the story seems tacked on. Once it hits its stride, though, and you've bought exhaust-igniting afterburners for more speed, you can't really fault its quick-paced shooting action. Upgrade your craft, chain shots together for combo points, admire the cartoon cut-scenes and hunt down missing prototype jets. A good effort. **Justin Towell**

77

Sega | PS3 | Out now (import)

Sega Golf Club

Are we at the nineteenth hole yet?

Here's a Japanese golf game you're unlikely to see over here. But you're not missing much. For your yen you get five solid – but sparse – 3D courses to trundle around and a fun but ultimately hit-and-miss Challenge mode with a choice of difficulty route and lots of Japanese text. The analogue control for your swing is smart, with skill needed for precise shots.

There are some nice touches, like interaction between player and caddy, (especially when it rains) and it's easy enough to understand, but it's not very next-gen, originally developed as it was on Xbox technology. Add to that some slowdown when you hit the ball, course-obscuring 'special effects' and awful audience sprites and not much can save it. There's far better on PS2. **Justin Towell**

53

PSM3 Recommends

The best games from the last few months

God Of War 2
Sony | PS2
"Like running eyes-first into a wall of beauty, *God Of War 2* is yet another of PS2's last-minute masterpieces. Absolutely captivating throughout. Get it."
PSM3 Rating 93%

Ratchet & Clank: Size Matters
Sony | PSP
"Not small and not perfectly formed, but packs a wicked punch. Accomplished platforming that stops just short of brilliance."
PSM3 Rating 86%

Oblivion
Ubisoft | PS3
"An incredible, open-ended experience, although one you'll need patience with to truly savour. But there's a phenomenal amount to get stuck into."
PSM3 Rating 93%

NHL 2K7

"The impact when you perform a full-speed body-check is second to none"

PS3 | 2K Sports | Out now

NBA 2K7

Goes for the three-pointer, but misses

Here's a disappointment – *NBA 2K7* isn't that good. Actually, it's not even better than the original *NBA 2K* on Dreamcast. The biggest problem is in the graphics which, while highly detailed and astonishingly realistic in their lighting and reflections, are riddled with oddities. Shirts hovering a few centimetres from players' shoulders? Eh? Faces are ugly, and the otherwise impressively natural, believable animations cut into each other with no sign of transitions. When the ball is dropped and six players clumsily fumble around for it, unable to adjust their limbs to collect a sphere that's knocking slowly against their shins, the game just looks broken.

Of course, the licensing is accurate and the commentary is as good as ever (if a little restrained compared to EA's offerings) but NBA fanatics are likely to wish for a more impressive product. While it plays a decent, responsive game includes every option under the sun, this is hardly the next generation miracle we should be seeing. Stick to playing *NBA Street Homecourt* instead. **Justin Towell**

69

PS3 | 2K Sports | Out now

NHL 2K7

Being on ice is nice, but not worth the price

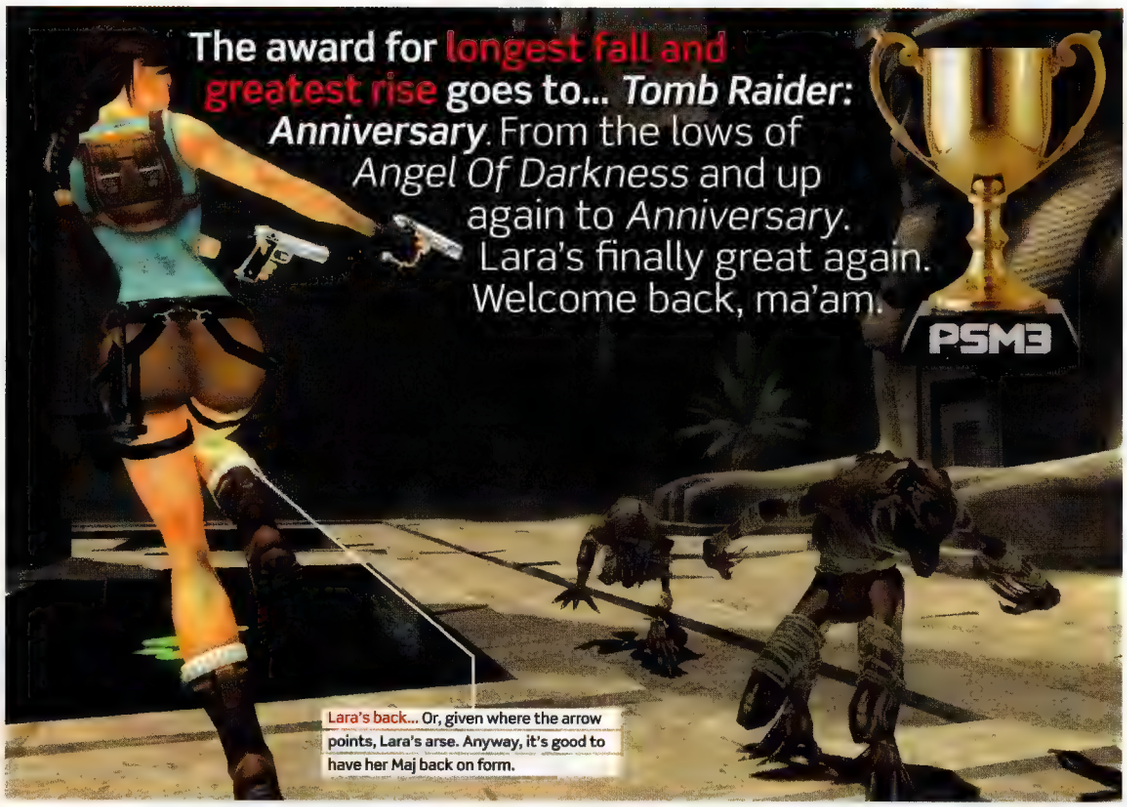
The *NHL 2K* series has always had oddly grey-looking ice and player models that lack the vivid, chunky look of the sport – and that's still the case here. The dull looks aren't exactly endearing. Faces animate, but look like masks and all the players have terrible, *Resident Evil*-style dead eyes. Motivational yells from the manager are a nice idea, but never really convince, and the player indicator icon is intrusive. Bizarrely, the menus are also somewhat blurry, as though they're not running in high definition like the rest of the game. Most odd.

Fortunately, once you hit the ice it's a different story. The action is silky-smooth, the ref leans out of the way as players skid past him and clever attacking moves feel like you're an ice hockey god – and the impact when you perform a full-speed body-check is second to none. Matches are closely contested and the commentary corresponds brilliantly to the action. It's a solid enough game, then, but again not truly worthy of that 'next-gen' tag. Better than its NBA partner, though. **Justin Towell**

76

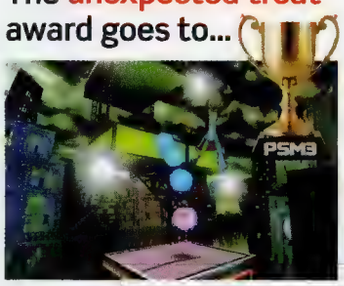
PSM3 Awards

The highlights (and lowlights) of this month's reviews


The award for longest fall and greatest rise goes to... Tomb Raider: Anniversary. From the lows of Angel Of Darkness and up again to Anniversary. Lara's finally great again. Welcome back, ma'am.
PSM3

Lara's back... Or, given where the arrow points, Lara's arse. Anyway, it's good to have her Maj back on form.

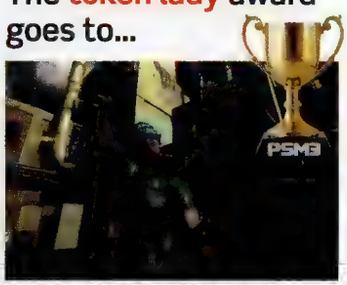
The unexpected treat award goes to...



Crush

We didn't expect *Crush* to be so good, but its dimension-flipping dynamic works real well. Another great PSP puzzler. If only every genre was so well catered for.

The token lady award goes to...



Splinter Cell: Double Agent

Yes, the fusty world of Sam Fisher has been truly 'rocked' by the addition of a lady spy. Sadly, being her has no effect on play whatsoever. Pointless, then.

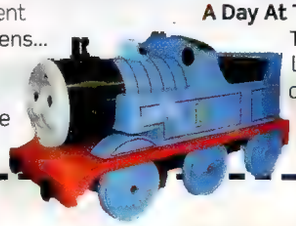
Hi-Score Table

☐ Tomb Raider Anniversary	p66	91%
☐ Crush	p76	90%
☐ Gunpey	p80	79%
☐ Rogue Galaxy	p74	77%
☐ After Burner	p82	77%
☐ NHL 2K7	p83	76%
☐ Splinter Cell: Double Agent	p70	75%
☐ Buzz: The Mega Quiz	p82	74%
☐ SBK-07 World Superbikes	p81	73%
☐ Asterix & Obelix XXL 2	p82	71%
☐ Free Running	p78	70%
☐ NBA 2K7	p83	69%
☐ Enchanted Arms	p82	68%
☐ Sega Golf Club	p82	53%

Buyer Beware! The games they're afraid to send us

ATOM: Alpha Teens On Machines Blast Entertainment

They're Alpha Teens... and they're on machines! Looks like you *can* make this shit up.



Thomas And Friends: A Day At The Races Blast

This sees Thomas lose his last pennies on a 200-1 outsider and turn to Henry's 'special fuel' to survive. Possibly.

Impossible Mission System 3

Judging by the box, this is based on the old TV show rather than the movies – a cheaper license, we suspect – as it simply features a middle-aged man with binoculars. Who wouldn't be enticed by *that*?

Playing PlayStation Longer Harder Deeper

Extended Play

Start

CELEBRATE

84 How *Need For Speed* went from nought to 60
Look, over there. What are you, blind?

GENIUS

86 The greatest moments in *The Elder Scrolls IV: Oblivion*
Weep at the suicidal troll, then get naked.

EXPLOITS

90 The greatest hard-to-obtain characters in *Lego Star Wars 2*
...including an angry Admiral Ackbar.

SECRETS

92 Make a man's head blow up with mind powers in *Psi-Ops*
A headache Nurofen can't cure...

FACE OFF

94 Give Mr T something to feel pity about in *Def Jam Icon*
Take the A-Team star and give him a shoeing.

ONLINE

96 Taking the war against aliens online in *Resistance: Fall Of Man*
PS3's flagship title makes us swear with joy.

CLASSIC

98 Why *Hitman 2*'s missions are the best of all time
Hailing old slaphead's greatest game.

NATION

100 Why PlayStation destroys childhood.
Well, apparently. The way to resolve this? Fall out of a tree. Obviously...

PLAYSTATION CELEBRATION

How NFS became the model for racing games

***Need For Speed Carbon* has sold** almost a million copies across all formats in the UK. One *million*. That's five times as many games as Sony have currently sold PS3's – but the series has actually been going strong for well over a decade, especially since finding mass popularity on PS2. You're no doubt familiar with the pimped-out, hip-hopping, street-savvy *Need For Speed* games of today, but do you remember it before it turned cool? There was a time when modding only went as far choosing manual or automatic gears.

There's something special in each of the *NFS* games on PlayStation 2, so we're going to take you on a little trip of the *Need For Speed* universe. You might not remember the sights, especially at the ageing, moss-covered end of the street, but here are the innovations that shaped the game as we know it today. Fasten your seat belt, it could be a bumpy ride...

EXPLOSIVE DEBUT

Need For Speed: Hot Pursuit 2

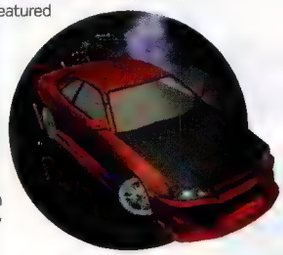
Sequel to the PC-only game, *Hot Pursuit 2* brought the series to PS2 for the first time. Vastly superior to the lifeless GameCube and Xbox versions (and, oddly, coded by a totally different team), the PS2 game featured cool but unrealistic power-ups – like a fireball that raced up the track ahead of you to show you what hazards lay around the next turn – and the unexpected presence of police helicopters dropping barrels in your path. Although there was no hint of modding, the game was nonetheless extremely cool, very fast and more explosive than any *NFS* before or since – and it's definitely worth picking up if you find it second-hand.

OCT 2002

HIP-HOP HOPPING

Need For Speed Underground

Underground was the game that fixed the urban imagery of *Need For Speed* in gamers' memories. City racing, night-time sprints across wet roads and loads of customisation options meant that you could live out your car-modding dreams without having to resort to spending a couple of months' pocket money on a single hub cap. The game introduced drag racing and drift races, and also featured a reputation rating affecting your standing with rival driving crews. It attracted millions of Fast And The Furious fans, and sold by the garage-load. Unsurprisingly, a sequel appeared very soon afterwards...



NOV 2003

SET YOUR DESTINATION

Need For Speed Underground 2

Ramping up the scale and scope of the game made *NFSU2* a highly attractive package. Simple enough to keep novices happy for hours, yet deep enough to reward fans who wanted to unlock everything, this *NFS* was arguably as complete as it could be... except that the cops had mysteriously vanished. But there was lots of new stuff, most notably the GPS and free-roaming city, allowing you to cruise the neon-lit streets and challenge fellow modders to a game of cat and mouse. The driving itself could sometimes feel a tad bland, but many loved it. And finding hidden tuner shops was great fun.

NOV 2004

MAMMA MIA

Need For Speed: Most Wanted

That missing something – the boys in blue – were back. Seeing your character hauled from his car, and forced to the ground and handcuffed made us even more determined to beat the cops next go. The free-roaming element remained, only now you could use the environment to stop cops while you concentrated on the job in hand – taking down every racer on the blacklist. Oh, and winning slick motors, of course. The addition of CG-alike live-action cut-scenes was welcome (as was the inclusion of Josie Maran as Mia), but there weren't enough of them. It sold by the millions, though – and is still a highly accomplished, despite looking a little rough around the edges in the harsh light of day. But, for some reason, the night races were gone. Surely the ultimate *Need For Speed* game would be like this – but at night...

NOV 2005

CANYON HANDLE IT?

Need For Speed Carbon

While *Carbon* is essentially a deluxe version of the last three *NFS* games, it's got the best atmosphere of any *NFS* yet. There's night-time racing, for a start. Then there's varying levels of police intervention, fully licensed vehicles, upgrades and music, and all the *NFS* race types (except drag racing, which was dull anyway) – all with graphics that rival the supposedly superior PS3 version. You've also got more cut-scenes (with an admittedly poor story) in a story that picks up from Most Wanted's. Oh, and you race around canyons. It's not going to keep hardcore petrolheads happy forever, mind you, and the canyon and wingman – AI team-mates racing alongside you and given commands via D-pad – bits feel tacked-on, but *Carbon* is a racer with genuine mass-market appeal. *NFS* is here to stay...

NOV 2006

Pub Ubisoft
Dev Bethesda Softworks
FYI PS3 | 2007 | PSM87 93%
A massive, open-ended RPG that takes free-roaming to new levels with 200+ hours of questing to unravel. Journey across an entire country in search of missions and quests to undertake as you save the world from a vengeful, ev, god. Fantastic stuff.

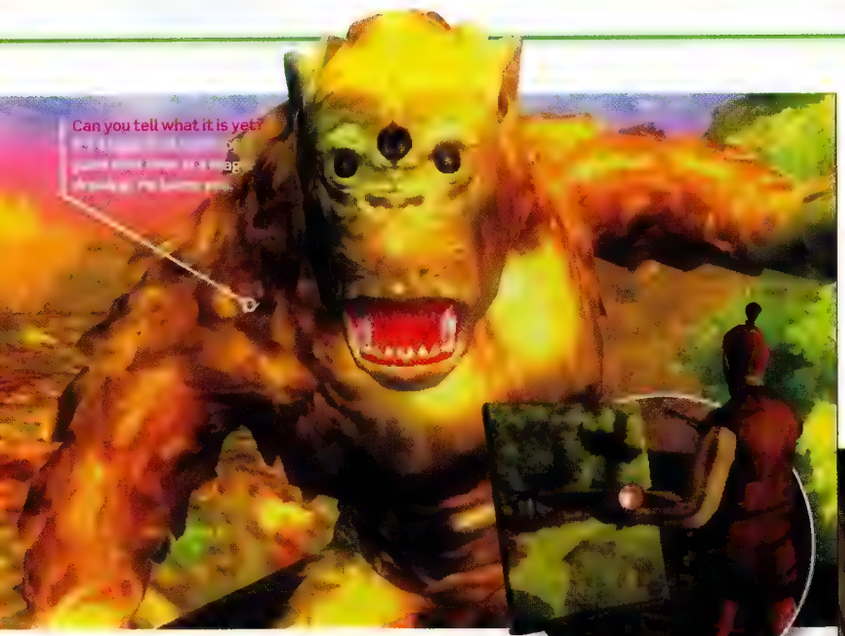
10 PLAYSTATION GENIUS amazing things to do in The Elder Scrolls IV: Oblivion

Leon Hurley

1 WORK AS A HITMAN

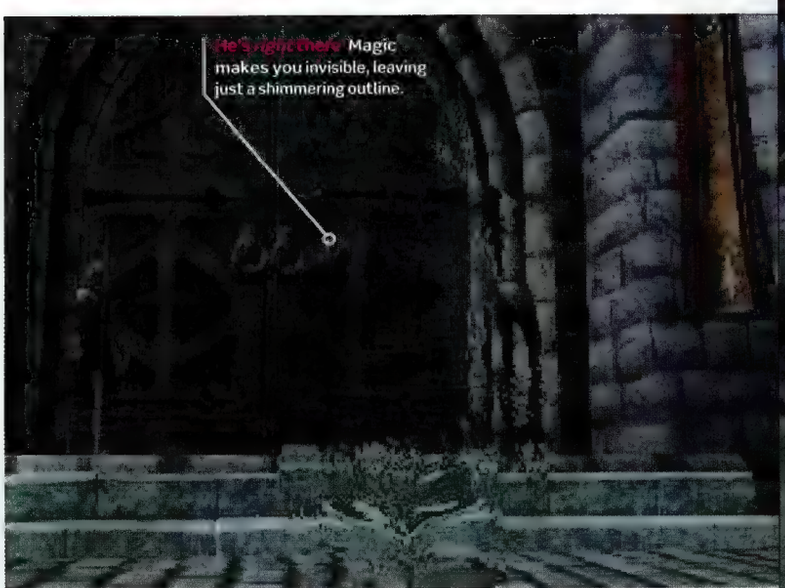
In *Oblivion*, committing a murder is a case of 'when', not 'if'. Once blood has been spilled it attracts the interest of the Assassins Guild, known as the Dark Brotherhood. They're always on the lookout for new recruits with a, let's say, carefree attitude to other people's lives. Early missions are basic hatchet jobs, but promotion unlocks later assignments requiring Agent 47 levels of cunning. One target is dealt with by causing an ornamental stag's head to fall and crush him, making everyone think it was an accident, while another hit sees a house full of people in need of offing, one by one, without anyone noticing.

Brotherly love The Dark Brotherhood are a group of assassins who kill for cash.



2 BECOME AN ART CRITIC

Sort of. In the town of Cheydinhal there's talk of an artist called Rythe Lythandas, who's disappeared. Investigating uncovers a strange magical picture that can be entered. It turns out that Rythe makes his work ultra-realistic by drawing the details from 'inside' the image with a magic brush. Sadly, Rythe has lost the brush so he can't paint an exit – and there are several trolls that need to be dealt with to get it back.



4 TURN INTO THE INVISIBLE MAN

There are two ways to achieve this. The first involves illusion magic but this is cancelled out by touching objects or attacking something. Far better is to don enchant armour with an effect called Chameleon. Enchant four things (boots, trousers, gloves and helmet for example) and Chameleon creates complete invisibility. Best of all, it never runs out or gets cancelled. Now, where are the lady elves' showers?

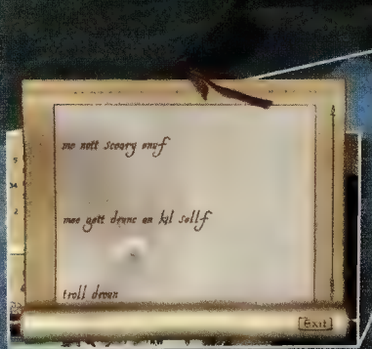
3 ESCAPE FROM PRISON

Sticking to the straight and narrow can be tricky, but certain quests *require* a little jail time. The trouble is that staying put in the cell sees yours abilities decrease through lack of use. The longer the sentence, the more the stats drop. Fortunately, it's always possible to keep a lock pick hidden from the guards during arrest, even though everything else is confiscated. Wait until dark, pick the lock and it's possible sneak out to freedom.

Lock Level: Average
Picks Left: 40
Lockpicking beats It takes skill to open locks with a bit of bent metal, but it's better than rotting in a cell.

5 FIND THE POOR DROWNED TROLL

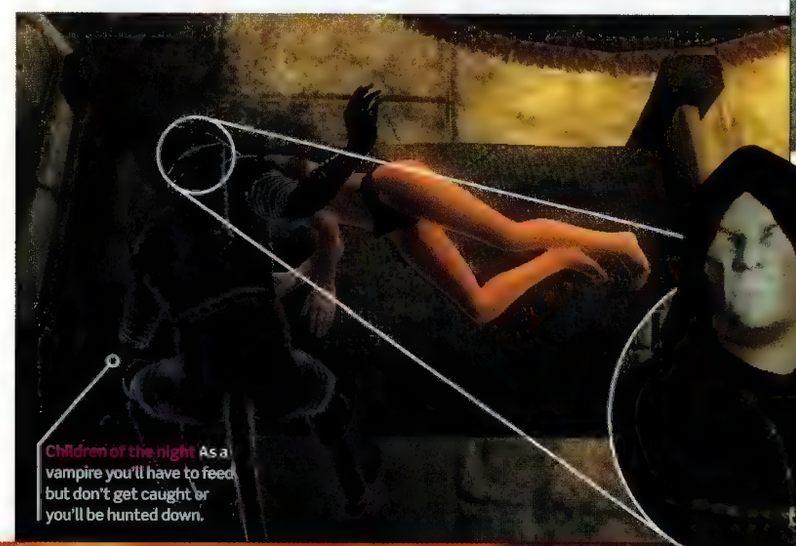
There's no rush, though, he's not going anywhere. Just south-east of a town called Bravil there's a small, nondescript bridge. Underneath it is the body of a dead troll, floating in the water. Searching the body uncovers a note which reads, "Mee wurst troll evurr. nobuddy pay brijj tole. me nott sceary enuf. mee gett drunc an kil sellf. troll droun." Which just goes to show that even 900-pound bloodthirsty mythical creatures need a hug occasionally.



ON THE DISC
Oblivion is on the disc this month

6 BECOME A VAMPIRE

Joining the undead is easy. Just fight or get bitten by a vampire. As long as you don't feed, strength, magic and agility all rocket, plus skills like invisibility and night vision develop. The longer vamps go without feeding, the more powerful they become. The downside is that sunlight is fatal, and visibly vampyric features make talking to people impossible. However, chomp a neck and both appearance, and unfortunately, power return to normal. For a while.



Children of the night As a vampire you'll have to feed, but don't get caught or you'll be hunted down.

Freeze/Collapse! You can waste hours looking for the perfect place to paralyse unsuspecting victims.

Mage Scholar

7 PARALYSE PEOPLE

Learning the ways of a mage can unlock incredible magical powers, like burning the flesh from enemies' bones or summoning undead warriors. Far more enjoyable, though, is to paralyse people on stairs, freezing them solid, and then giggle hysterically as they clatter rigidly down. The look on their faces as they stiffen and sloooowly topple over is worth the hours of practice it takes to learn the spell. OK, so it's far from noble, or heroic, but you'll laugh so hard you'll make mead come out of your nose.

8 INITIATE THE APOCALYPSE

Sheogorath is the god of madness, and has a suitably wacko mission for those willing to take it – travel to a backwater village called Border Watch and convince the inhabitants it's Judgement Day. The residents have been waiting for the end of the world for years and have been looking for specific signs – namely a plague of rats and the death of their livestock. Trigger these portentous events and Sheogorath will respond by sending the third and final sign – a rain of flaming dogs. Well, we *did* say he was mad.

Bedlam! Work for an evil god, and you can make it rain burning mutts on a superstitious village.

Debauchery! Infiltrate a posh party and you can lower the tone by magically removing everyone's clothes.

9 GET NAKED

Make an offering at the shrine of Sanguine, the god of hedonism, and there's a special assignment. The Countess of Leyawiin is hosting a dinner party, and Sanguine wants someone to gatecrash and 'liven things up' with a spell called Stark Reality. This spell strips everyone down to their undercrackers. It doesn't go down well. Chaos erupts as the semi-clothed guests run around screaming and the guards come out swinging. Escape intact and there's a chilly walk back to the shrine in leather Y-fronts.

Got the horn? To get the unicorn you'll have to fight off three minotaurs.

The chicks dig it In *Oblivion*, riding a horse with a horn is like rocking up in a Ferrari.

10

RIDE THE UNICORN

There are plenty of horses in *Oblivion* and they're invaluable for getting around quickly. There's only one unicorn, though. She's a dangerously powerful beast, capable of trampling enemies or goring them with her horn, making her a potentially valuable steed. The main problem is that she's protected by three minotaurs that need dispatching first. But there is one other issue. She's *mental* and will attack anything that draws a weapon – enemies, allies and even her own rider. In fact, if anyone so much as waves a fist around she goes ballistic and kills everything. A real faux pas for any mode of transport.

The ones we didn't pick...

The gladiator fights
Enter the Arena in the real Elder Scrolls and [illegible] to fight the [illegible] to entertain the crowds.

The sunken sailor
In the town of Bravil, one [illegible] of a good deed. Return the necklace to [illegible] and they'll [illegible]. Anyone who [illegible]

EMAIL PSM3 @
Disagree with our choice? Then send us your picks
psm3@futurenet.co.uk

ON THE DISC
Lego Batman will be on the DVD

PLAYSTATION EXPLOITS

Unlock all the best characters in Lego Star Wars II

Nathan Irvine

EMAIL PSM3 @
Want a game exploded in ludicrous detail? Tell us.
psm3@futurenet.co.uk

Pub LucasArts
Dev Traveller's Tales
FYI PS2 | 2006 | PSM79 91%
Finally the original Star Wars trilogy gets the Lego treatment. Fly the Millennium Falcon, have a lightsaber duel with Lord Vader and stomp around Mos Eisley in a Scout Walker, all in hilarious Lego-vision. Easily one of PlayStation 2's most enjoyable titles. Get it.

COLLECT 'EM ALL 25 must-have characters

You can fly through *Lego Star Wars II* without even noticing most of the characters. But for the completists among you all, here's our guide to the rarest characters you can find in that galaxy, far, far away...

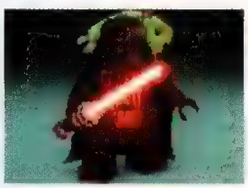
Play as... Leia (slave)
Unlock Complete Episode VI, Chapter Two. She comes packing a blaster, a grappling hook and – of course – the gold bikini. Press ◎ and she'll do a sexy dance for you. Turned on? You *freak*..

Play as... The Emperor
Unlock Complete Episode VI, Chapter Five or buy him for 275,000 studs. The old Sith Emperor sure can jump. He leaps with more accuracy than a ballerina and he's ideal for fiddly platformy bits.

Play as... Luke (Dagobah)
Unlock Complete Episode V, Chapter Four. This is the get-up young Luke wears when he nips down to Yoda's home planet, complete with backpack. He's got all the lightsaber/Force tricks of a Jedi.

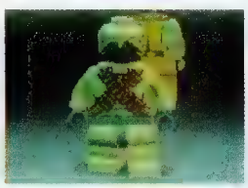
Play as... 4-LOM
Unlock Complete Episode VI, Chapter Three and purchase for 45,000 studs. This bounty hunter can laser goons with his super-blaster, and even has a neat spin trick for melee attacks.

Play as... IG-88
Unlock Complete Episode VI, Chapter Six and purchase for 10,000 studs. This robot can open all droid locks. He ends his melee attack by removing his head and hitting the foe with it.

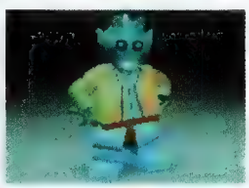


Play as... Darth Vader
Unlock Complete Episode VI, Chapter Five. The iconic Lord Vader may be a little flat-footed, but his menacing breathing and quick Force powers make him a fearsome character.

Play as... Leia (Boushh)
Unlock Complete Episode VI, Chapter One. Disguised as a bounty hunter, Leia can access restricted areas. She's got the Thermal Detonators added to her arsenal for some serious damage.



Play as... Tusken Raider
Unlock Complete Episode IV, Chapter Two and purchase for 23,000 studs. As well as packing a quick blaster this sand-dweller can also perform a triple-hit melee attack with his rifle.



Play as... Greedo
Unlock Complete Episode IV, Chapter Three and purchase for 60,000 studs. He met his maker when Han shot his face off early in the films, but the blue-faced bounty hunter is still a decent shout here.

Play as... Yoda (Ghost)
Unlock Complete Episode VI and purchase for 1,200,000 studs. Ghosts are damn expensive and this off-colour Yoda is no exception. His wild jumping moves are great for dodging enemies.

Play as... Admiral Ackbar
Unlock Complete Episode VI, Chapter Six and purchase for 33,000 studs. Goggle-eyed Ackbar isn't great at fighting due to a lack of a melee attack, but Rebel troops will salute him when passing. Atten-shun.

Play as... Gamorrean Guard
Unlock Complete Episode VI, Chapter One and purchase for 40,000 studs. These tough-as-nails guards are good at defending and even better at leathering foes with their strong axe attacks.

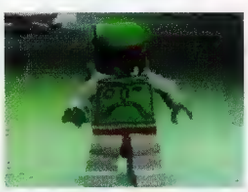
Play as... Imperial Spy
Unlock Complete Episode IV, Chapter Three and purchase for 13,500 studs. He looks like Fingermouse (ask your mum) and he's about as useful. Still, hit ◎ and he'll call for back-up on his radio. Wuss.

Play as... Moff Tarkin
Unlock Complete Episode IV, Chapter Five and purchase for 38,000 studs. Moff looks menacing, with his hands behind his back, and the commander of the original Death Star is deadly in battle too.

Play as... Bib Fortuna
Unlock Complete Episode VI, Chapter One and purchase for 16,000 studs. Bib only has an up-close attack, but his links to Jabba the Hutt mean he can pass bounty hunter checkpoints, no probs.

Play as... Lobot
Unlock Complete Episode V, Chapter Six and purchase for 11,000 studs. This useful drone can pull all levers to access locked areas but he's a bit crap at dishing out a beating – he only has a melee attack.

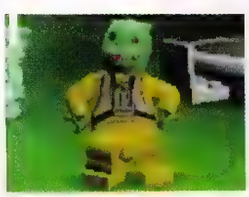
Play as... Han Solo (Hood)
Unlock Complete Episode V, Chapter Two and buy for 20,000 studs. With his winter jacket buttoned and his hood on, Han stays warm while being cool. The hood goes when its time for a helmet, mind.



Play as... Boba Fett
Unlock Complete Episode VI, Chapter Two and purchase for 175,000 studs. The kick-ass hunter comes with a jet-pack for hovering, a license to pass certain checkpoints and a blaster for killing.

Play as... Obi-Wan (Ghost)
Unlock Complete Episode VI and purchase for 1,100,000 studs. The ghost of Ben Kenobi has all the skills of his previous form, including his Jedi mind-tricks and his majestic lightsaber abilities.

Play as... Dengar
Unlock Complete Episode VI, Chapter Three and purchase for 70,000 studs. Dengar is more or less a bog-standard bounty hunter, but his headscarf makes him a fashion icon. Of a sort.



Play as... Bossk
Unlock Complete Episode VI, Chapter Three and purchase for 75,000 studs. Don't be put off by his camp yellow jumpsuit, this bounty hunting lizard is as tough as any of his peers.

Play as... Lando Calrissian
Unlock Complete Episode V, Chapter Six. Boo! Hiss! The infamous scoundrel who sold out his buddies redeems himself here with his fighting skills. Try interacting with Leia for some 'saucy' antics.

Play as... Anakin (Ghost)
Unlock Complete Episode VI and purchase for 1,000,000 studs. Free of his Darth Vader guise, Anakin is now immune and invisible to enemies, which means he can go at them like a stealthy ninja.

Play as... Chewbacca
Unlock Complete Episode IV, Chapter Three. The strapping, lank-haired wookie is a formidable character. Get close to Stormtroopers and he'll rip their arms right out of their sockets. Ouch.

Play as... Imperial Guard
Unlock Complete Episode VI, Chapter Five and purchase for 45,000 studs. This mysterious chap uses his spear like a Jedi uses his lightsaber, which means he can deflect blaster shots.

Blocky FAQ

Q You've listed 25 characters but is that it?
A Nope. *Lego Star Wars II* contains over 50 recreate-characters in all, a number of purchase. Honestly, there's barely a single person from the original trilogy that hasn't been lovingly remade for this gaming sequel.

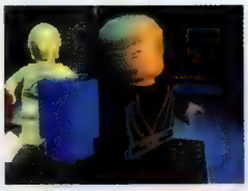
Q You mention the Lego City but I can't find it. Where the heck is it?
A The Lego City is a hidden place that you can only travel to when you collect ten red bricks – you get these by collecting minikit parts, which are spread across the world. Keep an eye out for them and you'll soon be spending all the time you like with your lightsaber and [illegible]

SCENES Comedy gold

Some games struggle to crowbar humour into the action, but *Lego Star Wars II* offers several genuinely laugh-out-loud moments. Check out these cut-scenes, for example.

Don't miss... Trooper fun
During the dramatic climax of the Millenium Falcon escaping from Mos Isley, two high-spirited Stormtroopers can be seen fooling around together.

Don't miss... Fatherly love
The legendary scene in Star Wars is done perfectly by the mute characters. Just a celluloid snap is enough to prove that Darth really is Luke's father. Genius.



Don't miss... Force mistake
Surrounded by guards, Luke uses the Force to grab a blaster from one of their belts. But instead of grabbing hold of the weapon he's left holding a giant cup.

Don't miss... Flipping out
Young Skywalker is forced to walk the plank and jump into the Great Pit of Sarklan – but rather than just flipping back up, he shows-off some gymnastics.

Don't miss... Lazy workers
Darth Vader has reason to be upset at the slow progress of the Death Star's construction. The workers are all falling asleep and slacking off on the job.

PAR-TAY Make your own disco

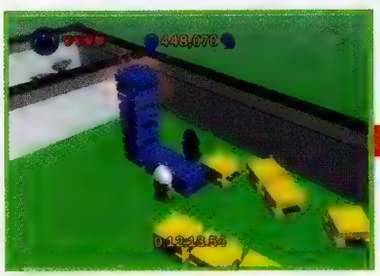
Mic it like that In Episode VI, Chapter Two you come across this genius puzzle. Lift the huge microphone up to the ceiling and then rebuild the brown speakers. You'll find out why soon...

Light-footed You'll have noticed the blue circles on the floor by now. Two at a time, these spots will light up. Stand on one and your buddy will stand on the other until they're all lit.

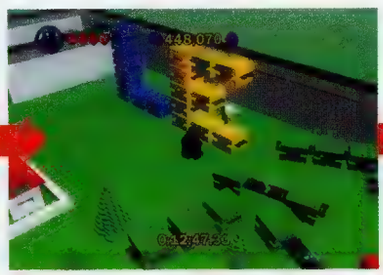
Floor it Once you've stepped on all the circles, the floor lights up. As soon as this happens, a rock version of the infamous Imperial March will roar into action and the door will open.

Lights, blaster, axe-tion A couple of head-banging Gamorrean guards run in and rock out, strumming their axes like guitars. Laugh at their dancing for a while. Then blast them to bits.

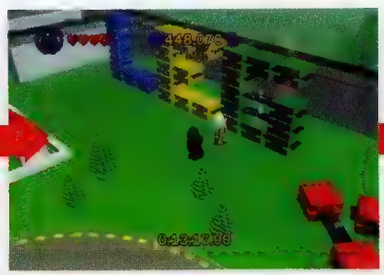
MAKE IT Spelling out Lego in bricks



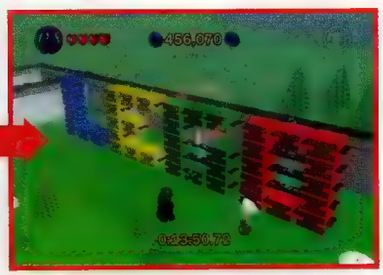
Gimme an 'L' The Lego monument in Lego City can spew out studs once it's completed. Use the Force on the vertical blue tower, then slot the other piece in afterwards. Easy.



Gimme an 'E' Place the bottom section in first, which is the yellow bricks in a group of three. Next, put a single block on top, then the two, another one and finally the triple brick again.

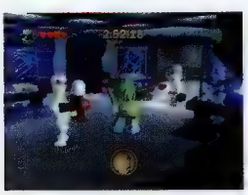


Gimme a 'G' This one's tricky at first, but it's not brain surgery. Use the three bricks as the base, then stack two with the little bridge in-between. Finally a solo brick and the three set again.

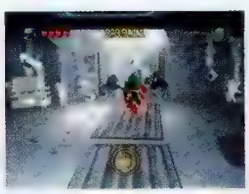


Gimme an 'O'. Whaddya get? Lay down the group of three blocks, then triple-stack the bits with bridges. Top it off with the same structure as the bottom and be showered with studs.

BOUNTY Track down Han Solo

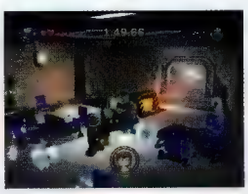


During the final Bounty Hunter mission you're asked to go on the look-out for the loveable rogue, Han Solo. He's somewhere in the Rebel base on Hoth and here's how to find him...

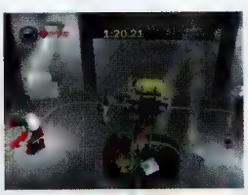


Step 1... Build an explosive
Head to the door on the right and a load of rocks will fall from the ceiling. Use the Force to turn this debris into an explosive that will blow the door open.

Step 2... Turn up the heat
Run down the corridor and build up the heat generator at the end. Shoot it with your blaster three times and wait for the ice to melt and clear a passage.



Step 3... The shootout
Head into the next room and go to the far end, where you'll find another heater. Push it down to melt the ice and take out the Stormtroopers in the room.



Step 4... Rebuild the cart
Walk up the curvy path and turn right at the crossroads. Destroy all the crates and walk through the side room. Rebuild the explosive cart and hop onto it as it moves.

Step 5... You've got him
As the cart rides around the track you need to leap off it as it approaches the right-hand alcove. Here you'll find Han Solo and complete the Bounty missions.

GENIUS Lego love

Developers Traveller's Tales should be applauded for the amount of secret extras that they managed to cram into *Lego Star Wars II*. Just check out these slices of delicious hidden pie...

Enjoy... The playground
Get yourself down to the relaxing Lego City and you'll find the playground. Once there, choose someone with a grappling hook and have some swinging fun.

Enjoy... Red nose day
During 2007's Comic Relief, if you donated via the developer's website, you were rewarded with a code that unlocked red noses for all the characters. Nice.

Enjoy... Disguised AT-AT
OK, so we may have mentioned this scene in a previous issue, but the AT-AT's 'cunningly' disguised with a fake nose, glasses and 'tache are brilliant.

Enjoy... C3PO back pack
If you go down to the Mos Eisley Cantina you can purchase a stylish C3PO backpack for Chewbacca. It's purely cosmetic, but it's a nice little touch.

Enjoy... Jedi Santa
Probably the best extra of the lot. Enter 'CL4U5H' and 'TYH31G' in the Extras menu and you'll unlock a Santa outfit for any character. Ho ho ho, and so on.

ON THE DISC
Psi-Ops PS3? We wish. Maybe one day. If so, it'll be here

PLAYSTATION SECRETS

Making heads pop like cheap balloons in Psi-Ops

"Cook a man's brain to bursting point"

Keep their heads ringing
Mr Scryer, the tortured hero of Midway's *Psi-Ops*, has the potential to be evil. *Really* evil. Not only can his telekinetic powers drain the life force from certain individuals, but he can also make their heads explode. Undisturbed by their horrific screams, Nick can cook a man's brain to exploding point. Don't feel sorry for his victims, mind. After all, they were the ones that turned him into this Psy-powered killing machine in the first place. You make your bed...

1 Choose a victim

The prone danger Having just been informed that he can now drain the life from unsuspecting victims, Nick puts his new skills to the test on a fallen soldier. So long as the enemy has his back to him, Nick can set about sucking him dry.

2 Drain his brain

Rise and shine Target selected, Mr Scryer sets about cleaning out the contents of his foe's head. The process sees them hover above the ground, lightning sparks flashing from their torso, and the now scared-stupid bloke starts jabbering inanely for mercy.

3 KABOOM!

Heads, you lose The stricken soldier starts to smoke like a chimmney while his remaining brain power is sapped. By now he's already toast, but Scryer clamps down with his Mind Drain technique to deliver an explosive climax... and a meat shower.

PlayStation's best kept secrets uncovered every month

Motors › **Mafia** › The slickest cars uncovered

Head to the parking lot in Lost Heaven's Little Italy to find this plush vehicle.

This is outside the Cut Throat Bar. Watch it while the owner downs a massive fry-up.

This one's in the posh garden of Don Vincenzo. Deal with its guards, then ride away.

Oddities › **Spider-Man 2** › Peculiar secret stuff

This sign in Times Square alerts a guild of online gamers. For some reason.

Ah, the theatre. This is the play MJ is in during the movie. It's by Oscar Wilde, just so you know.

On the Chrysler building, you'll find feathers left from your scrap with Vulture in *Spidey 1*.

Pick-ups › **Tony Hawk's Underground** › The hardest-to-find hidden tapes

In Tampa, go to the top of the ski jumper's office. Shimmy to the next roof for the tape.

In Hawaii, the tape is on a wire above the pink palace. Shimmy along the blue pole to reach it.

In Slam City Jam, the tape is hidden in the huge scoreboard. Smash it wide open.

From zero to hero in... Pro Evo Soccer 6

The *PES* store helps bland old Stewart Downing become a fashion icon

The Boro boy proudly sports his hometown colours in all his splendid blandness.

The king lives on, as McClaren's fave goes for the Elvis look. Oh dear...

Aye chihuahua! Boro's new mascot goes down poorly with the Teeside crowd.

Downing tries to inject pace into his game by riding an ostrich with a dog mask.

The pressure gets to Stu, and he starts to think he's a penguin. How sad.

The Top 5

Cheats you *must* know

1 Fight Night PS3
All venues

Enter "NEWVIEW" as a first name in Create Champ mode to unlock all venues.

2 Teenage Mutant Ninja Turtles
Double Raphael's attack power

Enter "Raphael, Donatello, Splinter, Raphael, Leonardo" as a password.

3 Marvel: Ultimate Alliance
All characters

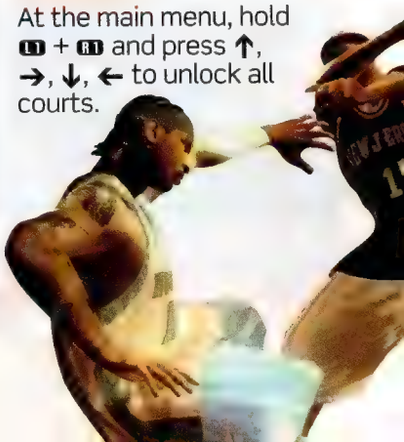
At the main menu or a SHIELD save zone menu, quickly press ↑(2), ↓(2), ←(3), START to unlock all characters. If you entered the code correctly, there will be a noise.

4 The Godfather: The Don's Edition
Full health

Pause the game and press ←, ⊡, →, △, →, L3.

5 NBA Street Homecourt
All courts

At the main menu, hold L1 + R1 and press ↑, →, ↓, ← to unlock all courts.

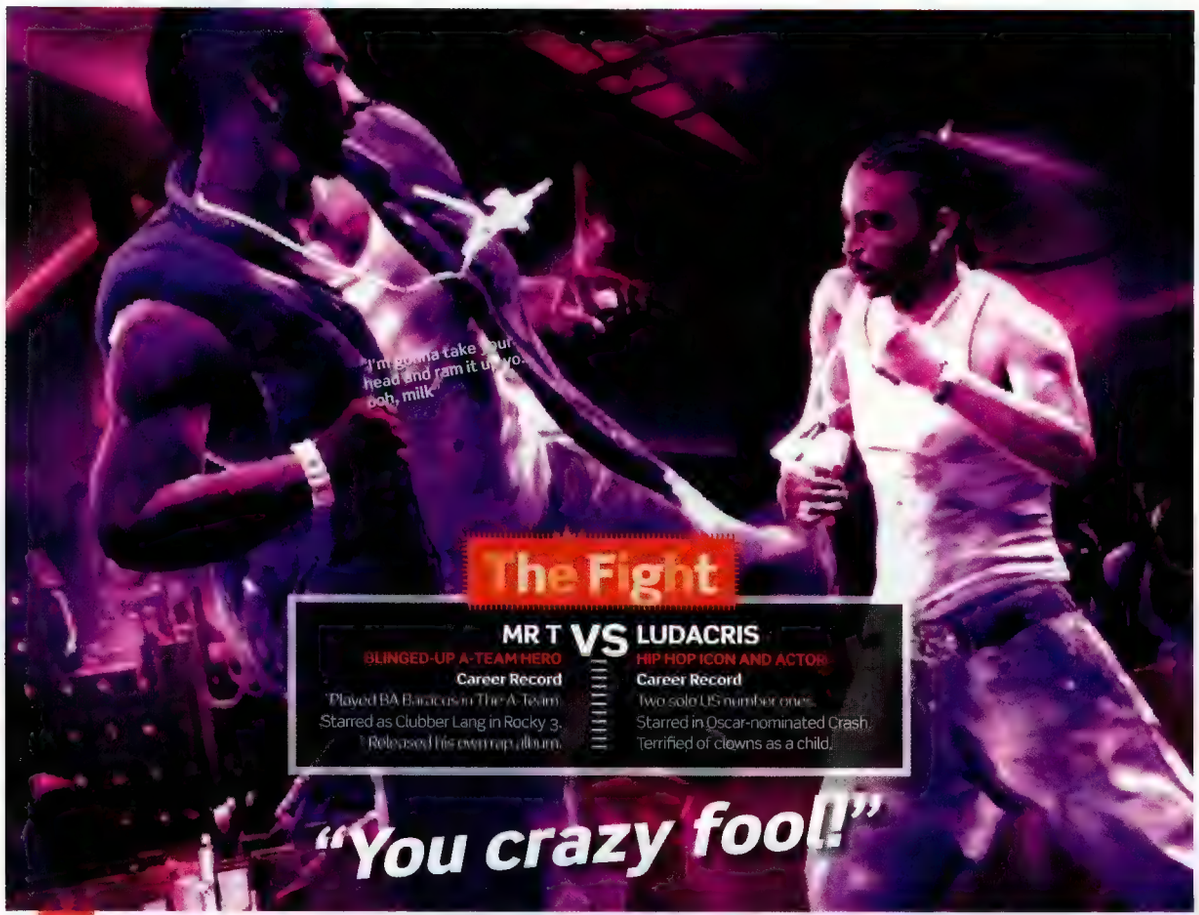


ON THE DISC
Icon featured on the disc last month

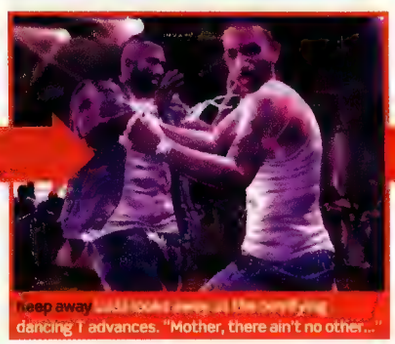
PLAYSTATION FACE-OFF

Pity the fool... Mr T gets wrecked in Def Jam Icon

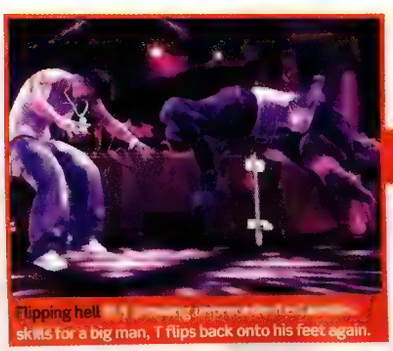
David Cook


"I'm gonna take your head and ram it up yo... ooh, milk"
The Fight
MR T VS LUDACRIS
BLINGED-UP A-TEAM HERO
Career Record
Played BA Baracus in The A-Team.
Starred as Clubber Lang in Rocky 3.
Released his own rap album.
HIP HOP ICON AND ACTOR
Career Record
Two solo US number ones.
Starred in Oscar-nominated Crash.
Terrified of clowns as a child.
"You crazy fool!"

Last dance ... dance steps from his Treat Your Mother Right video.


Keep away ... dancing T advances. "Mother, there ain't no other..."

Can he kick it? ... favourite blinged-up plane-hater in the guts.


Flipping hell ... skills for a big man, T flips back onto his feet again.

High T ... showing himself to be harder than Clubber Lang.

Out for the count ... hero. Perhaps you need a refreshing cuppe, T?

USE DEF JAM ICON

Go to F.A.C.E. mods

Editing Tip Experiment with jewellery for a subtly different T each time.

MAKE T!

Body menu	
Height	20c
Skin tone	Dark
Body	Top right
Head menu	
Skull cranium	Middle
Skull brow	Bottom right
Eyes position	Middle
Eyes shape	Far right
Nose front	Bridge: top right, tip: bottom
Nose profile	Bridge: top, tip: middle right
Lips	Thickness: middle, size: middle
Jaw	Top left
Chin	Middle
Face menu	
Eye colour	Dark brown
Hair	Frohawk
Hair colour	Black
Eyebrow style	Natural
Facial hair	Full beard, black
Store items	
Vest	Puffy black
Cargo shorts	Black
Belt	Crown gold buckle
Earrings	Large gold stud
Necklace	Avianne gold
Watch	Mother Of Pearl gold
Bracelet	Large gold black

Email us Who should we twat?
Mail psm3@futurenet.co.uk

dbm

txt ITEM CODE to 80155*

e.g: text 250917 to 80155* text IRE (space) CODE to 57856

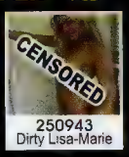
No clubs, no subscriptions.

*SEE T&C'S BELOW FOR ITEM PRICING AND GAME COMPATIBILITY

XL GIRL VIDS UP TO 5 MINS!

250770 Lucy Zara Vid

250677 Bored Housewives



250943 Dirty Lisa-Marie

250679 Saucy Secretary

250942 Kitchen Strip

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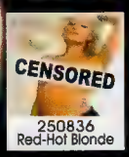


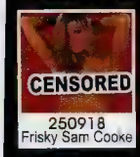
250836 Red-Hot Blonde

250678 Gina B & Simony

250676 Estelle & Laura

250672 Foxy Honey

255111 Babe In Pink



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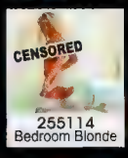
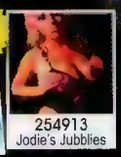


255114 Bedroom Blonde

250497 Chantelle & Charmaine

HUGE BOOBS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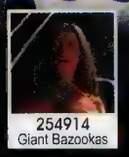
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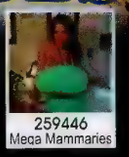
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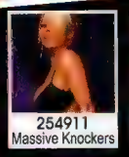
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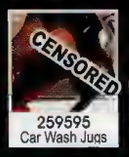
254916 Huge Norks



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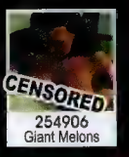
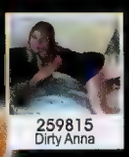


254906 Giant Melons

RED HOT GIRL VIDS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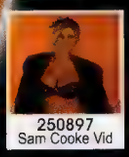
250755 Naughty Gemma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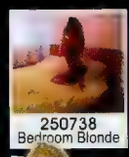
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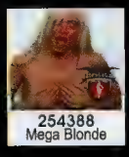
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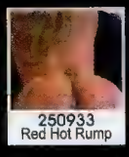
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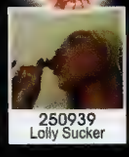
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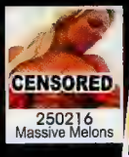

250216 Massive Melons

TOP GAMES

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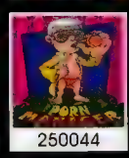
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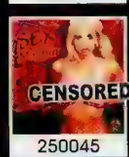

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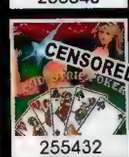

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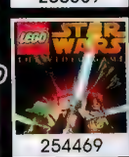
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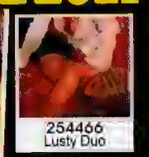
GIRL ON GIRL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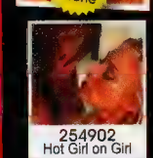
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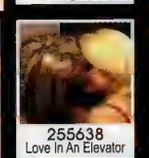
255638 Love In An Elevator

250564 Karen & Antonia Get Naughty

250568 Hot & Steamy Action

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LESBIAN FIRST	259983
SKIRT UP REAR ACTION	256399
SIT ON IT BABY	254830
GET A LOAD OF THIS	254832
SHOWER GIRL	254841
AWESOME DRILLING	254843
SHOW ME THE MONEY!	254844
WATCH ME PLAY	256091
BEND OVER BABY	256384
GOOD HAND ACTION	254828
GOBJOB	256411
LESBO FRENZY	255054
NAUGHTY FIVESOME ACTION	254898
POOLSIDE GANG BANG	255226
DIRTY GIRLS REAR ACTION	255218
DOGGIN IN THE WOODS	256430
HOT OUTDOOR ACTION	255098

256121 Screaming Orgasm

255092 Can't Get Enough

254887 Dont Moan, Gobble

259615 Roadside Gobjob

250413 Euro Teen 69

250414 Filthy Euro Teen

259618 Lesbian Strap-On

250416 Dirty Euro Whore

250415 Do Anything to Please

250623 Sexy Strip Tease

250621 Dirty Secretary

250664 Filthy First Timers

250741 Mat Hardcore

256400 Tartan Teaser Gets It

255096 MILF Hard Action

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Asian Babe Fits It All In	250851
Hardcore Solo Fun	250849
Watch Me And My Man Do Everything	250848
Hard Pumping	250847
Watch What I Do At Home	250846
Rubbing Frenzy	250845
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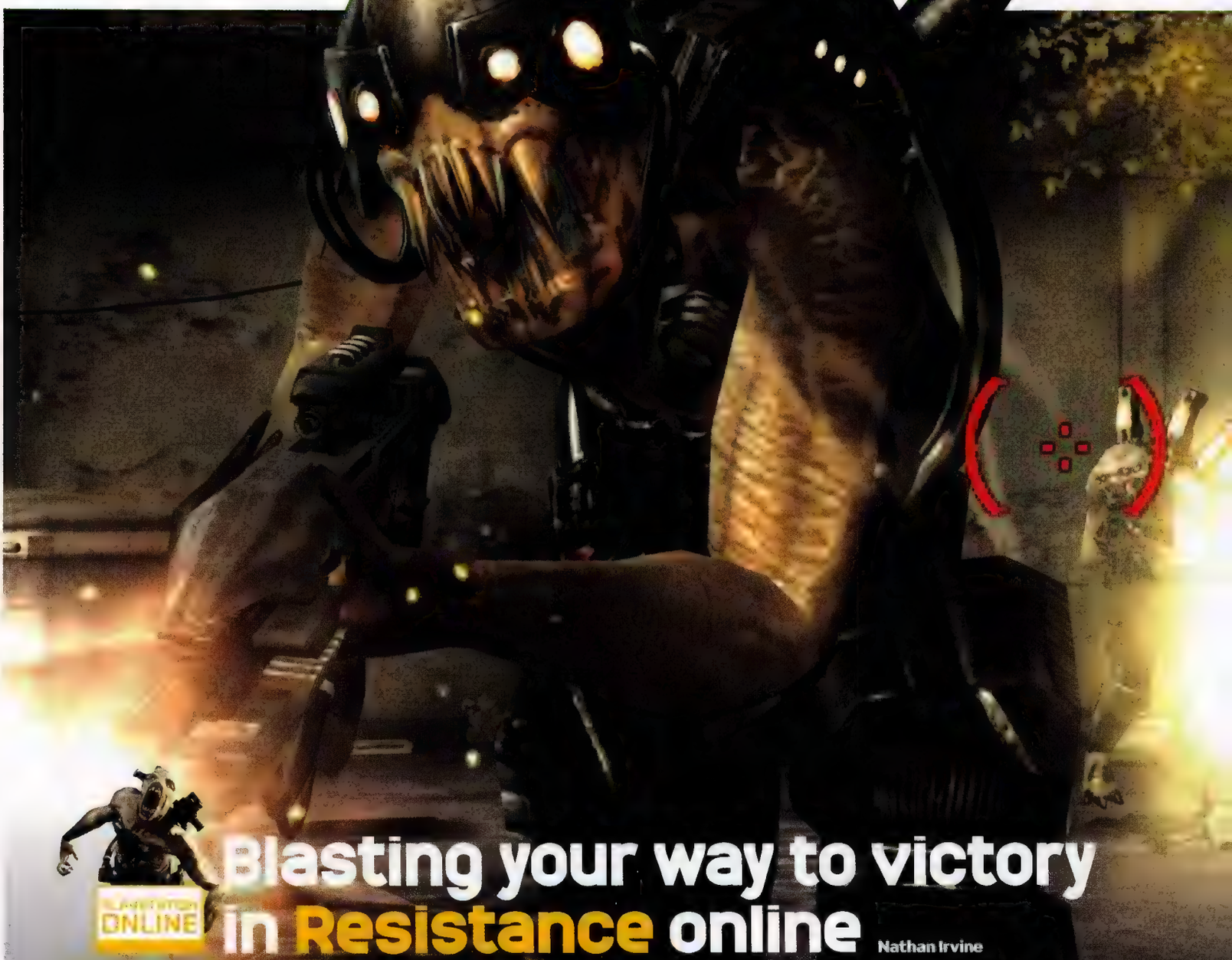
ON THE DISC
The next Insomniac game, Ratchet: Pg3 is due this year



PLAYSTATION ONLINE

Blasting your way to victory in Resistance online

Nathan Irvine

Pub Sony
Dev Insomniac
FYI PS3 | 2007 | PSM86 89%
From the creators of *Ratchet & Clank* comes this action-fuelled FPS. Earth is being overrun by aliens who want to take over the planet. In their way stands Nathan Hale, a US soldier who possess the speed and strength of the aliens. But can he stop the assault? [SPOILER: yes.]

You will end up being shot to pieces in *Resistance*. Fact. Not just once, but lots of times, by people who love nothing more than to watch your lead-ridden body twitch during its death throes. We know, it's evil, but you'll soon pick up the basics needed to take revenge. Then you can stand over their corpses, cackling. How do you like it now, sucker?

Then you'll want more. You'll find yourself challenging the so-called top players and whooping their asses with shotguns, rocket-launchers and even the butts of a rifle. Thankfully, *Resistance* online leaves little room for camping snipers – the locations are seemingly built for all-out warfare instead. It's reminiscent of playing *TimeSplitters 2* in split-screen – you're faced with a foe around every corner. Only your reflexes will decide which of you goes down first.

Master and servers

The servers are packed with players and even the most populated battles (40-player maximum) are free from notable slowdown. Our one gripe is that despite having a few vehicles in the single-player campaign, there isn't a single one here. Still, among the maps that you'll recognise from playing solo, there are a couple of others tucked in to keep things fresh, like the USS Lexington – an aircraft carrier. This one is a great arena, letting you blast people above and below deck.

There are loads of different modes on offer too. There's the standard free-for-all Deathmatches, a Capture The Flag mode, and a few other genius ideas – which you can see over the page. Plus there's a very nerdy scrapbook to fill up with your achievements. As you pull off ten kills in a row or take out multiple targets with one grenade and fill it in a little more, it becomes ridiculously compulsive. And, if you choose, you can fight as an evil, slobbery Chimera.

Resistance is a great example of PS3's online power and it alone justifies that wedge you spent on your machine. Now get out there and kill somebody.

ONLINE VERDICT

Lots of players? Absolutely stacks of people are ready to gun you down
Buy it just for online? Yup. But it's great in single player mode too

GAMEPLAY Defining moment

Ploughing through the opposition is a thrill that you never get tired of. The high-tempo nature of the game means that there's barely a second to stand still – and that beats camping out with a sniper rifle any day.

This indicator flashes up the name of the bloke you've just whacked. It also tells you who was responsible for your death so you can seek them out later.

We're still in awe of how the visuals hold up. The draw distances allow you to pick out a fleeing enemy then hunt him down like a dog.

As the Chimera, you can enter Rage mode with [B]. You'll be able to see enemies through walls and run faster until this bar turns red.

MODES A time to kill

While 99.9% – make that 100% – of *Resistance* is about the killing, there are different modes that give purpose to the violence. Take a look at the examples below for proof. Oh, and with developers Insomniac dedicated to bringing you as much new content as possible – including two new modes already – we'll bet that more will come soon.

1 Meltdown

This is a team-based game which sees you trying to locate and destroy your enemies' reactors. These giant generators are buried deep in enemy territory, and a good team of defenders will usually have snipers posted around it – so be careful where you tread. As you approach one of the pods, its blast shield lowers and you have to blow up the bars of energy inside to make it explode. We found that a couple of grenades works best. Destroy them all and your team wins.

2 Conversion

All players start off as human soldiers in this one, but if you get killed you'll transform into a Chimera and spawn back into the fray. If you die in *this* state, you'll be out of the game and forced to watch the rest in Spectator mode. The last person standing is the winner. Tips? Well, if you hide somewhere and let the other idiots shoot it out with each other, there's more chance of you dropping into the party and finishing them off like a gun-toting über-ninja. Or something.

3 Breach

This is a little bit like Meltdown in that it's team-based and there's a reactor that you have to take out. Unlike the other mode, though, there's only one reactor – but it's smack-bang in the middle of the opposition's base. If your shooting skills aren't quite up to scratch, follow your buddies as they march toward the enemy base and there's less chance of you copping a shot in the face. As soon as the coast is clear, let rip at the rods of the reactor for an explosive finish.

RANKS Diary of deaths

Dip into your Character Sheet and you'll find all of the ribbons that you've achieved during combat and what each one represents.

This screen shows off all of the medals that you've been awarded through skill and endurance, like bagging 100 kills and so on.

Want to know what weapon you've been doing the most damage with? Then click on this stats screen to find out.

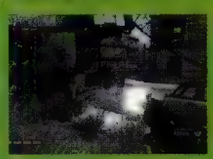
Online highlights

Match Report

1

2

3



4

5

Harshest insult

"You're not the real PSM3, you [redacted]"

Community service

Join the PSM3 clan... Now!

Thanks to some of our most dedicated readers, we now have clan presence on the *Resistance* battlefield. We now want more of you to join up so PSM3 can rule online. Go here and sign up: **z4.invisionfree.com/psm3_resistance**. Out.

ON THE DISC
Check out IO's *Kane & Lynch* next month

PLAYSTATION CLASSIC

Why Hitman 2's missions are the best in any game ever

Steve Williams

Pub Eidos | **Dev** IO Interactive
FYI PS2 | 2002 | PSM2 89%
A take on stealth that involves disguises, booby traps and cunning, rather than gadgets or hiding in shadows

We all know *Hitman* is great, and *Blood Money* – the fourth and most recent instalment – is the best. Right? Wrong. As the very first *Hitman* for PS2, *Silent Assassin* crept up and slayed us with some of the most enticing set-ups imaginable; the best-laid and most exciting missions ever. And yes, that's 'ever' – as in all games, not just the *Hitman* ones.

Of its hefty 20 missions, at least six are total classics. How come? Because in *Hitman* you're powerful and vulnerable at the same time: it's nerve, deceit and cunning more than violence that make you powerful, but it's staying vulnerable that makes it a thrill. And it's no coincidence the best are the most civilian; the others are either in military bases, Japanese castles or foreign lands where Agent 47 stands out like a sore thumb.

Six of the best

Of course, this leaves 14 missions that are either great or merely good, but not amazing. But still, six classics – SIX. A hit at an ultra-posh party in a massive mansion, the infiltration of a office tower's security line, the sniping and car bombing of a shady duo meeting in Kirov Park, the scaling of a skyscraper to slot a man in his penthouse Jacuzzi and the execution of a cult leader's physician in a private hospital. Each is spattered with a great many cold-blooded yet heart-warming moments.

EMAIL PSM3 @
What do you think of *Silent Assassin*?
psm3@futurenet.co.uk

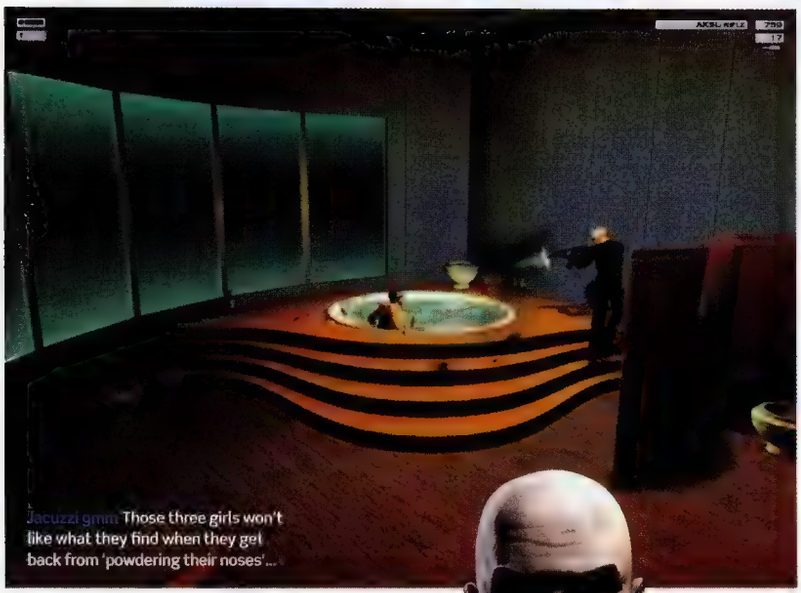
Once experienced, you'll always remember the tension of dragging the physician's fat corpse across a massive, ornate waiting room in broad daylight in order to stuff it in a cupboard before the next patient's appointment, of rigging a bomb under a man's car so when you snipe the chap he's talking to he runs to his own death rather than safety, of killing a man with an axe you got through a metal detector by setting off the fire alarms and pretending to be another nice fireman rushing to help.

Such moments provide both a feeling of deep seediness and – once you've strolled off all innocent-like, heart beating crazily, fighting the urge to run – somehow really

The defining moment...

It's OK to be an amoral, heartless killer if you only kill other amoral, heartless killers. True. It's still probably best if you limit it to videogames though, kids, and there's no quieter and neater way of making the world slightly nicer than with a fibre wire garotte. It's never that simple, however – no one must see the corpse. No one. Especially when it's still struggling and not quite dead yet.

The *Hitman 2* Thrill-o-graph



satisfyingly neat and tidy. Kill only the target, creating no witnesses or alarms and the sense of power is far greater than if you slaughter your way through with a Kalashnikov. That's part of the genius.

Spy hunter

Another part is the espionage side, the retrieval of useful or dangerous stuff, such as briefcases or computer data. Sometimes you simply steal things to make it look like 'a robbery gone wrong'. Such Cold War-ish manipulations give all this killing something of a compelling purpose, albeit a cold-hearted one. Tee hee.

And then there's *Silent Assassin*'s most nerve-wracking, '80s thriller moment of them all – the killing of an ex-KGB officer in full military regalia. It's tough enough just getting through the St Petersburg streets to the building opposite, but when you finally get your scope to the window, there's a problem: he's meeting three other generals and you don't know which one he is. You can't kill the others. And the meeting started early.

Your Agency contact, Diana, checks her file and starts dropping facts that help you narrow it down. He's 6o, he's right handed, he's a heavy drinker, he's bald... not only must you identify the target from these descriptions, but you must do it quickly AND get a clean shot before the meeting ends. Firing a single perfect bullet, dropping the rifle and walking calmly away, having figured all that out, is a major thrill. The *Hitman* tech does ragdoll death well enough to make dumb blasting fun, but this is something else. This is an icily vicious professionalism that requires a steady nerve and unusual restraint. And this is why *Silent Assassin* will always remain a beautiful, brilliant game.

CLASSIC VERDICT

Why now? It's a bit of a wait until PS3 *Hitman*, but you shouldn't just get hung up on *Blood Money*.
Final thought Ignore the silly leg animations and *SA* remains an absolute classic

The Top 5

Hitman 2 facts

1 There's a movie
Deadwood's Timothy Olyphant is 47, while Luc Besson (Nikita, Leon) is co-producing. Filming is underway for an October release.

2 Play the original
The first *Hitman* was PC only, but you can play it: Traditions of the Trade, The Wang Fou Incident, The Lee Hong Assassination, The Sea Food Massacre and Slaying A Dragon all appeared in *Contracts*.

3 Skip to the end
There's a level skip that works in both *Silent Assassin* and *Contracts*. It's R2, L2, ↑, ↓, ⊗, L3, ◎, ⊗, ◎, ⊗.

4 Ooh miss babs
Diana, known in real life as Vivienne McKee, was in famous wobbly-set soap Crossroads. She played Jacqueline Barrat.

5 Happy birthday!
Agent 47 is 43 years old. He was born on September 5, 1964.

PlayStation: not as good as trees – 'official'

PLAYSTATION NATION

When was the last time you climbed a tree? Yesterday? Last week? Last month? Well, according to that bastion of reasoned journalism The Daily Mail, you never have and never will.

"Climbing trees - and falling out of them - was once as much a part of growing up as reading the Beano and building dens," they say. "But not any more. A new report suggests today's children are more likely to suffer injuries brought on by playing computer games than tumbling out of the apple tree in the garden."

The Mail back up their report by saying that 'falling out of trees' injuries dropped by 36% between 1996 to 2006 – but that's a *good* thing, isn't it? They continue to demolish their own 'argument', quoting from Alan Stock, Director of the Mighty Oak Tree Climbing Company – a climbing activity centre in Cornwall – who says, "I used to climb trees when I was younger, and my friend fell out of one and broke his leg. Now I don't think I ever see children climbing trees." Gosh, we wonder why...

But are gamers really so idle? To find out, we stuck a poll up on psm3mag.com asking 'have you ever climbed a tree'? See the results below for our findings...

"I used to climb trees. My friend broke his leg"

STATISTICS

Trees and games – the numbers

2,743,000 hectares of woodland in Britain

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185,000 PlayStation 3 gamers in Britain.

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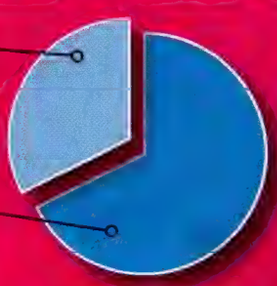
14.827 hectares of woodland per PS3 gamer

557 game-induced RSI problems, 2006

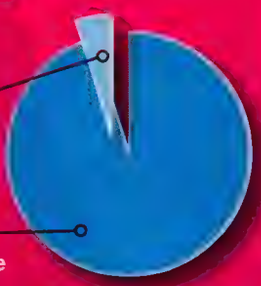
1163 tree-related mishaps, 2006



PSM3 Readership

5% have not climbed a tree

95% have climbed a tree



REPORTAGE

Got wood Standing by a massive bit of balsa wood – that's real war.

Military deems Ghost Recon 'unrealistic'

The *Ghost Recon* series is famed for its dedication to realism, but American technology magazine Popular Mechanics has revealed that Ubisoft have taken some technological liberties with the latest game, *Ghost Recon Advanced Warfighter 2*. The computer-equippped headsets the Ghosts wear in the game are based on real technology, namely the US Army's Land Warrior system, but there are some discrepancies between the two. For instance, in *GRAW* you get instant updates on your map screen as to where your fellow troops are, but with the real tech there's a minute's worth of lag – which makes the system largely pointless in the thick of a firefight. There's also an issue with *GRAW*'s gun-mounted cameras. These exist, but are near-impossible to focus, hampering aiming. Then there's the issue of weight – soldiers would have to carry around extra batteries for all of this, as well as a 400mhz CPU. And the article goes on, proving definitively that although it's within the realms of possibility, *GRAW* is a little too far-fetched. But when you think about it, does realism *really* matter?

Unreal thing The *Ghost Recon* games aren't as hugely realistic as you might think they are

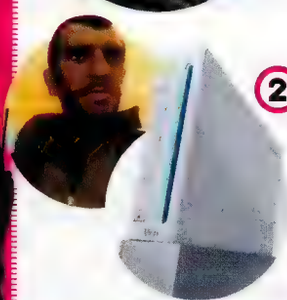
HUMOUR

Internet fails to amuse on April Fools'

The internet's gaming community isn't famed for its sense of humour. It's all smarmy blogs, people being miserable on forums and constant one-upmanship between websites. But sometimes, usually on April Fools', it loosens up and lets loose with the funnies. There have been some crackers in the past – Gamespot announcing an 'E' rated version of *GTA* with all the sex and guns stripped out, and *Halo* developers Bungie revealing their new game, *Pimps At Sea* – but this year it was a pretty desperate crop. In fact, trying to find a paltry three examples of good ones took us the best part of a day – it *was* a pretty slow day, mind you – and even then they weren't exactly belly laugh-inducing. Still, here they are for your 'amusement'...

1 PlayStation 3 global recall

Bit of an obvious one this, but it did end up on pretty much every major news website. Cue loads of idiots angrily blogging before even reading the source story and seeing a picture of sausages cooking on a modified PS3 alongside it, clearly marking it as a hilarious jape.



2 *GTAIV* spoof trailer

This is the most creative of the three. Someone made a spoof '*GTAIV* on Wii' trailer by recreating the moody *GTAIV* PS3 trailer with scenes from *GTA3*'s version of Liberty City. It's incredibly well done and the direction is fantastic.

3 Star Wars on Blu-ray

Among a list of movies planned for Blu-ray – all low-grade shite like King Arthur and G.I. Jane – was Star Wars Episodes I–VI. Would Lucas really have the nuts to release them all again on another format so soon? Yeah, probably. But this was confirmed as a very sly April Fools' gag.

Confess!

"I played *PES* for two weeks without a goal"

By: Tyler
psm3mag.com

EMAIL PSM3 @
Got a confession? Then we'll print it. Email us: psm3@futurenet.co.uk

Tell us thy sin
After buying *FIFA '05* and enjoying it I decided to get *Pro Evolution Soccer* to play as well.

That's no sin, child. Positively saintly, in fact
My first thought was: "The outfield play is good, but every time I shoot, I miss." My friends had already told me it was hard to score and you always sky it, mind you, so I thought nothing of it and kept on playing without worrying too much.

Perhaps you're just a bit rubbish at *Pro Evolution Soccer*, my son
But after two whole weeks of hard work and almost no goals whatsoever, I was incredibly frustrated with the game and ready to give up. Then I looked in the manual and it said "◎ TO SHOOT. ◎ TO CROSS/LOB THE BALL. I'd been doing it the other way around for all that time...

You total mincebrain. Heaven is closed to the stupid, you realise?
I'd gone through a whole Master League season without actually knowing how to shoot properly! No wonder I'd done so badly. Disgraceful. But once I started playing properly, I certainly enjoyed it rather a lot more...

ON THE DISC
Check out the PS2 reviews section for the latest games
PS2/Revs

PS2 Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
ODDBALL	**OKAMI** **Pub** Capcom | **Dev** Clover **Web** capcom.com "You're restoring nature and helping people. Why can't all PS2 games be this beautiful?" **PSM3 Rating** 95% 83%	**HARVEST MOON: IT'S A WONDERFUL LIFE** **Pub** 505 Game Street | **Dev** Marvelous | **Web** hmfarm.com "When you settle into marital bliss, with your farm evolving, you'll see how lovely life can be." **PSM3 Rating** 85% 70%	**WE LOVE KATAMARI** **Pub** EA | **Dev** Namco | **Web** katamari.namco.com "Roll up everything from paper clips to massive islands in an original game that's as crazy as it is addictive." **PSM3 Rating** 82% 88%
ADVENTURE	**ICO** **Pub** SCEI | **Dev** Team Ico **Web** icothegame.com "The saddest, most tragic story on PS2, but also an achingly beautiful one. *Ico* teases out genuine emotion." **PSM3 Rating** 93% 78%	**SHADOW OF THE COLOSSUS** **Pub** SCEI | **Dev** SCEI | **Web** shadowofthecolossus.com "Climb 200ft beasts and plunge swords into their brains. An awe-inspiring experience." **PSM3 Rating** 91% 80%	**FAHRENHEIT** **Pub** Atari | **Dev** Quantic Dream | **Web** atari.com/fahrenheit "Interactive thriller incorporating murder-mystery, horror and genuine drama. This is gaming gold." **PSM3 Rating** 87% 82%
STEALTH	**METAL GEAR SOLID 3** **Pub** Konami | **Dev** Konami | **Web** konami.com "What does reticulated python taste like? Shoot one and try it for yourself. The best of the *Metal Gear* games yet." **PSM3 Rating** 97% 91%	**HITMAN: BLOOD MONEY** **Pub** Eidos | **Dev** IO Interactive **Web** hitmanbloodmoney.com "*Blood Money* is a sick, sick game. How developers get away with this kind of stuff is beyond us." **PSM3 Rating** 93% 96%	**MANHUNT** **Pub** Rockstar | **Dev** Rockstar **Web** rockstargames.com/manhunt "Unique, not least in its use of extreme violence to comment on extreme violence in videogames." **PSM3 Rating** 91% 90%
DRIVING/RACING	**BURNOUT REVENGE** **Pub** EA | **Dev** Criterion | **Web** burnout3.ea.com "There are more races, action, gameplay twists and stuff to arse about with than the entirety of the rest of the series." **PSM3 Rating** 93% 90%	**GRAN TURISMO 4** **Pub** SCEI | **Dev** Polyphony **Web** ganturismoworld.com "Nothing can stop the pleasure this flings in your face at 60 frames per second." **PSM3 Rating** 92% 88%	**COLIN MCRAE '04** **Pub** Codemasters | **Dev** Codemasters **Web** codemasters.co.uk "These cars really feel like a ton of metal being slid around mud at ridiculous speeds. Terrifically realistic" **PSM3 Rating** 92% 88%

Great hero... lame game Characters that deserved better

BOMBED

Bomberman Kart

Pub Konami | **Dev** Hudson
Web uk.gs.konami-europe.com
There's no doubt that old-school *Bomberman* is still a top multi-player game. What possessed anyone to plonk him into a race kart, though, we don't know. Well, we do: an attempt to grab money by looking 'a bit like *Mario Kart*'. Grr.
PSM3 Rating 51%

BUNCH OF HUNTS

Animaniacs: The Great Edgar Hunt

Pub Ignition | **Dev** Warthog
Web ignitionusa.com
Wakko, Yakko and Dot are brilliant. This is undeniable fact. Their PlayStation 2 game, though, is a shonky rip-off of *Super Mario 64*. And it's not even *funny*. We burst into tears. Well, almost.
PSM3 Rating 62%

NOT SO SWEET

Ninjabread Man

Pub Metro 3D | **Dev** Data Design
Web m3deurope.com
What a concept – a gingerbread man with ninja skills, in a universe entirely made of chocolate. We hoped this would be good. But we knew what we'd get, and that was an absolutely awful platformer that barely functioned. Damn.
PSM3 Rating 32%

Disagree with our choices? Write us an explosive rant telling us why we're complete idiots. Lob your word bombs at: psm3@futurenet.co.uk. Subject line: "WRONG!"

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Why didn't anyone buy...?

They released it – No-one bought it. We explain

Neo Contra

Pub Konami | **Dev** Konami
Web konami.com

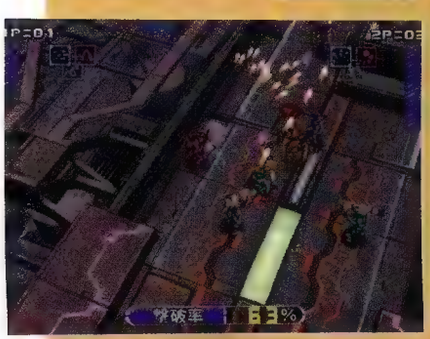
Ah, *Neo Contra*. One of those shooters that only the hardcore could ever truly love – a top-down blaster with a heritage dating back to the first *Contra* game on NES in 1987. The thing with *Neo Contra* – and the chief reason its worthy of your attention – is the ultimate villain at the end of the game. He pilots an aircraft carrier, wears an army helmet and carries a sword. Oh, one more thing: he's a dog.

Yep, that's Animal Contra, as he's known, the most lethal canine in videogames. He can talk, too, and he's not afraid to blast you into so many tiny particles. There's also Plant Contra – a plant, obviously – and Pheromone Contra, but she, sadly, is just a bog-standard woman. Bah.

But the wackiness isn't the only reason to check out *Neo Contra*. It, like all *Contra* games, is rock. Or at least it is on Normal or Hard – you'll waltz through on Easy, so ignore that. Play properly, though, and you've got one of the most teeth-grindingly difficult games on PlayStation 2. Every single thing kills you immediately, and there are a lot of enemies and a lot of stray bullets. But you'll learn, and get better. After a few temper tantrums.

That's one of the reasons no-one bought *Neo Contra*, of course – stupidly hard, top-down shooters aren't exactly fashionable. But if you want a challenge, this is one game you really should look at.

EMAIL PSM3 @
Want to champion a game here? Let us know.
psm3@futurenet.co.uk

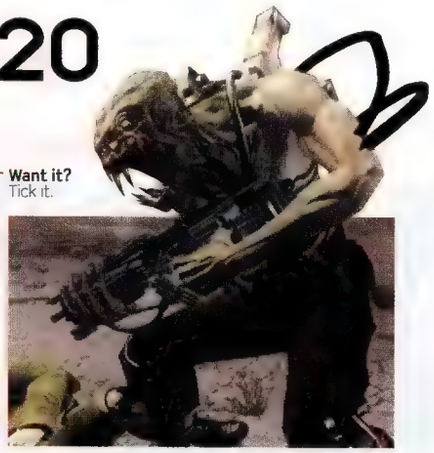


PlayStation 3 Top 20

This month's big retail winners and losers

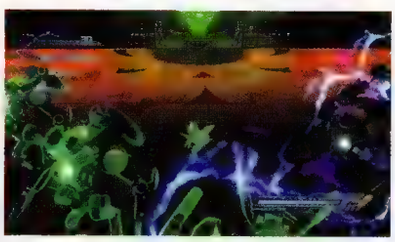
01	NEW	**Resistance: Fall Of Man**	Sony **Reviewed PSM86** 89%
02	NEW	**MotorStorm**	Sony **Reviewed PSM86** 86%
03	NEW	**F1 Championship Edition**	Sony **Reviewed PSM86** 50%
04	NEW	**Call Of Duty 3**	Activision **Reviewed PSM86** 82%
05	NEW	**Ridge Racer 7**	Sony **Reviewed PSM86** 79%
06	NEW	**Virtua Tennis 3**	Sega **Reviewed PSM86** 85%
07	NEW	**Virtua Fighter 5**	Sega **Reviewed PSM86** 87%
08	NEW	**Genji: Days Of The Blade**	Sony **Reviewed PSM86** 60%
09	NEW	**Fight Night Round 3**	EA **Reviewed PSM86** 78%
10	NEW	**Sonic The Hedgehog**	Sega **Reviewed PSM86** 47%
11	NEW	**Tiger Woods 07**	EA **Reviewed PSM86** 81%
12	NEW	**Def Jam: Icon**	EA **Reviewed PSM86** 49%
13	NEW	**Need For Speed: Carbon**	EA **Reviewed PSM86** 58%
14	NEW	**Marvel: Ultimate Alliance**	Activision **Reviewed PSM86** 72%
15	NEW	**Tony Hawk's Project 8**	Activision **Reviewed PSM86** 80%
16	NEW	**Full Auto 2: Battlelines**	Sega **Reviewed PSM86** 36%
17	NEW	**NBA Street Homecourt**	EA **Reviewed PSM87** 80%
18	NEW	**Blazing Angels**	Ubisoft **Reviewed PSM86** 52%
19	NEW	**World Championship Snooker 2007**	Sega **Reviewed PSM86** 75%
20	NEW	**Enchanted Arms**	Ubisoft **Reviewed** N/A

Want it? Tick it.



Can't resist

It's the first ever PS3 chart, topped – predictably enough – by *Resistance: Fall Of Man*, the console's best game. The next generation has begun.



Chronic the hedgehog

Unfortunately, not all the games you're buying are very sensible purchases. Like this game, which is more broken than a sack of shattered kneecaps.

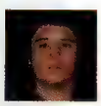
Net profit

Perhaps the best *Street* game yet, this is a fitting PS3 debut for EA's Big label. B-balling crossed with breakdancing? Sounds daft, but it works well.

52,838

The number of PS3's connected to the cancer research project Folding@Home at the end of March.

You're playing...



Lex Goodenough That's possibly the greatest name we've ever heard.

1 **Ratchet: Size Matters** "Good platforming fun in the palm of your hand. What more could you want?
2 **Lumines** "Keeps me coming back for more. I cant get enough of it. "Must... unlock... new... skins..."
3 **Pro Evo 6** "The closest to real football you can get. An amazing football sim and great fun."

We're playing...

Nathan Irvine Look – somebody actually plays PS2 online. How rare.

1 **Battlefield: Modern Combat** "There are still lots of willing troops fighting it out online."
2 **NBA Street Homecourt** "I don't get any better, but the hypnotic action keeps me playing for hours."
3 **Rogue Galaxy** "I'm not enjoying this half as much as *Dragon Quest*, unfortunately. Shame."

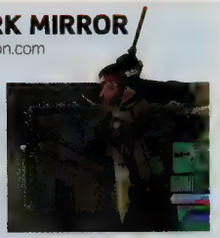
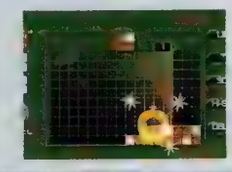
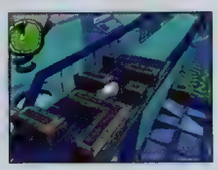
They're playing...

Alex Grimbley Producer of *Colin McRae: DIRT*. Sure loves his racers.

1 **Brian Lara 2007** "Loving the World Cup and smashing McGrath out of the ground for six runs."
2 **MotorStorm** "The motorbikes, specifically. Falling off has never been so much fun."
3 **Moto GP4** "From wheels and mud in *MotorStorm* to wheels and tarmac in this one. Great."

ON THE DISC
Want to see the latest PSP

PSP Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
ACTION	**GTA: VICE CITY STORIES** **Pub** Rockstar | **Dev** Rockstar | **Web** gtapsp..com "The miracle of playing such a big game on PSP makes VCS pretty special. The system's best yet." **PSM3 Rating** 91% 	**GTA: LIBERTY CITY STORIES** **Pub** Rockstar | **Dev** Rockstar | **Web** gtapsp.com "Forehead-poppingly frustrating at times, *Liberty City Stories* is still a colossal beaut of a game." **PSM3 Rating** 90% 	**SYPHON FILTER: DARK MIRROR** **Pub** SCEE | **Dev** SCEA | **Web** playstation.com "*Dark Mirror* lets you attack missions and enemy grunts in a way that suits your style – which makes it fun." **PSM3 Rating** 88% 
	72%	70%	78%	75%	70%
PUZZLERS	**LOCOROCO** **Pub** SCEI | **Dev** SCEI **Web** locoroco.com "Guide your grinning sphere through various lands. Odd, entertaining and the happiest game there is on PSP." **PSM3 Rating** 93% 	**LUMINES 2** **Pub** Buena Vista | **Dev** Q | **Web** luminesthegame.com "Games like this are what your PSP was made for. Hypnotic puzzle action that you'll play for ages. Just great." **PSM3 Rating** 92% 	**MERCURY MELTDOWN** **Pub** Ignition | **Dev** Awesome Studios | **Web** ignitionent.com "Terrific fun, offering plenty of levels that are totally bewildering. A superior head-scratcher." **PSM3 Rating** 82% 
	84%	72%	70%	78%	77%	85%
SHOOTERS/ SHOOT-EM-UPS	**KILLZONE: LIBERATION** **Pub** Sony | **Dev** Guerilla | **Web** killzone.com "The FPS has been ditched for a friendly 3D set-up. A massively enjoyable blaster that suits PSP perfectly." **PSM3 Rating** 85% 	**SOCOM: FIRETEAM BRAVO** **Pub** SCEE | **Dev** Zipper | **Web** socom-game.com "*Fireteam Bravo* not only looks lush on the tiny screen, it handles like a dream as well. A seamless experience." **PSM3 Rating** 83% 	**ACE COMBAT X** **Pub** Sony | **Dev** Namco | **Web** acecombatgame.com "Plenty similar to recent PS2 efforts, but the multi-player side makes it well worth a look." **PSM3 Rating** 80%
	77%	79%	78%	70%
SPORTS	**VIRTUA TENNIS WORLD TOUR** **Pub** Sega | **Dev** Sumo Digital | **Web** sega.com "Design your own player, play tournaments across the globe, win trophies, earn cash... now that's tennis." **PSM3 Rating** 91% 	**FIGHT NIGHT ROUND 3** **Pub** EA | **Dev** EA **Web** easports.com/fightnightround3 "Streamlining has taken place, but *Round 3* remains a well-balanced slugfest and deserves the championship belt." **PSM3 Rating** 84% 	**EVERYBODY'S GOLF** **Pub** SCEI | **Dev** SCEI **Web** playstation.com "Your caddy squeaks 'nice shot' and your golfer does a backflip. It's all very charming." **PSM3 Rating** 81%
	80%	70%	80%	72%	81%	80%

Bodycounts Games with corpses piling through the roof

HUGE

Grand Theft Auto: San Andreas

Pub Rockstar | **Dev** Rockstar
Web gta-sanandreas.com
The biggest game on PS2 has, therefore, the biggest number of people you can murder. Don't fancy playing the game properly? Fine. Just get a gun and go mental on the streets. It's up to you.
PSM3 Rating 99%

BRAINLESS

Serious Sam: Next Encounter

Pub Take 2 | **Dev** Climax
Web take2games.com
Next Encounter basically sets you at one side of a room with a big gun, and 20 billion baddies charging at you from the other. It's the most mindless game ever – but great fun too. Begin killing... now.
PSM3 Rating 74%

VARIED

Hitman: Blood Money

Pub Eidos | **Dev** IO Interactive
Web hitmanbloodmoney.com
Hitman's fair – he'll murder anyone, regardless of status. Hence the death of opera-goers, sailors, fairground workers, tourists, suburban homeowners. 47's an equal opportunities murderer.
PSM3 Rating 93%

Disagree with our choices? Write us an explosive mail telling us why we're complete idiots. Lob your word bombs at: psm3@futurenet.co.uk. Subject line: "WRONG!"

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Nice Apps

Trick up your console

Step it up

App Gaming exercise machine
Web gamercize.net

Exercise? It's only our lack of motivation stopping us from getting gold at the Olympics. Oh, and a debilitating lack of physical fitness. You're probably the same. But you can change all of that with Gamercize, which is basically a step-exercise machine you plug into your PS2 or PS3. Stop walking and the game freezes, and there you can alter the settings to get a gentler or harder workout. Imagine walking the entire length of *Oblivion*? You'd have blisters the size of Egypt. Can't help but feel it might take the edge off something like *Manhunt*, mind.

Cool down

App PS3 cooling unit
Web nyko.com

Do you find that your PlayStation 3 gets just too hot to touch sometimes? No, of course you don't. That never happens. Still, it can get a bit warm occasionally, and if that concerns you then try this – the Nyko Intercooler. It clips onto the end of your PS3 and sends cooling air through the machine to stop it heating up too much. It's black, so it won't look too out of place and... well, that's about it, really. Probably only of interest to a few people, to be honest, but at least you can be sure your machine won't ever overheat.

Take control

App PS3 remote control
Web joytech.co.uk

Given PS3's Blu-ray capabilities, it was only a matter of time before someone came up with a remote control for the machine. And so here is what's probably the first of many, so you don't have to get up from your fleapit of a bed/sofa/deckchair/floor to pause and rewind your Blu-ray discs. Which is obviously really useful, and you can't complain particularly about the price either. So why not get one in? You know you're too lazy to pause your PS3 manually, after all.

Feeling remote
Control your PS3 without getting up from the sofa.

Early Warning System

Your PlayStation release schedule

Want it? Tick it.

Game	Publisher	Out	Format	
Hard Rock Casino	Oxygen	May 11	PS2	☐
Manhunt 2	[illegible]	May 11	[illegible]	☐
World Championship Poker	Crave	May 11	PSP	☐
SOCOM: Combined Assault	Sony	May 11	PSP	☐
SOCOM: Fireteam Bravo 2	Sony	May 11	PSP	☐
Heatseeker	Codemasters	May 11	PSP	☐
Saint's Row	THQ	May 18	PS3	☐
Superbikes World Championship 07	Koch	May 18	PS2	☐
Pirates Of The Caribbean: At World's End	Disney	May 25	PS3	☐
Tomb Raider Anniversary	Eidos	May 25	PS2	☐
World War 2: Battle Over Europe	Midas	May 25	PS2	☐
Dave Mirra BMX Challenge	Crave	May 25	PSP	☐
Battlefield: Bad Company	EA	June 1	PS3	☐
Ghost Recon Advanced Warfighter 2	Ubisoft	June 1	PS3	☐
Skate	EA	June 1	PS3	☐
Armored Core 4	505 Game Street	June 1	PS3	☐
Harry Potter: Order Of The Phoenix	EA	June 1	PS2	☐
Great Battles Of Rome	Black Bean	June 1	PS2	☐
Driver '76	Ubisoft	June 1	[illegible]	☐
ATV Offroad Fury 4	Sony	June 8	PS2	☐
Ape Escape: Million Monkeys	Sony	June 8	PS2	☐
Rogue Galaxy	Sony	June 8	PS2	☐
Coded Arms Contagion	Konami	June 29	PSP	☐
Freak Out: Extreme Freeride	JoWood	June 29	PSP	☐
Army Of Two	EA	June 29	PS3	☐
The Darkness	Take Two	June 29	PS3	☐
Everybody's Golf 5	Sony	June 29	PS3	☐
The Club	Sega	August 31	PS3	☐
Assassin's Creed	Ubisoft	August 31	PS3	☐
Brothers In Arms: Hell's Highway	Ubisoft	August 31	PS3	☐
SingStar	Sony	Sep 7	PS3	☐
Heavenly Sword	Sony	Sep 7	PS3	☐
Medal Of Honor: Airborne	EA	Sep 7	PS3	☐
Warhawk	Sony	Sep 7	PS3	☐
CSI: Three Dimensions Of Murder	Ubisoft	Sep 7	PS2	☐
Monster Hunter Freedom 2	Capcom	Sep 7	PSP	☐
Haze	Ubisoft	Sep 28	PS3	☐
Grand Theft Auto 4	[illegible]	Oct 19	PS3	☐
Silent Hill: Origins	Konami	Oct 26	PSP	☐
Devil May Cry 4	Capcom	Nov 17	PS3	☐

Subject to change. Unless it's Duke Nukem Forever, in which case it'll be delayed indefinitely.

Manhunt 2

If you think *Manhunt 2* is gory, imagine what it's going to look like if the series ever hits PS3. Nightmarish, yes? But we sort-of think it'll never happen.

Driver '76

Ubisoft have picked up the *Driver* franchise, and hopefully can restore it to something like its former glory – starting with this PSP version.

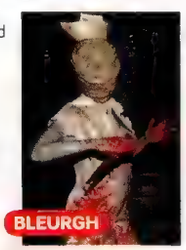
Grand Theft Auto IV

You've probably seen the trailer already. Now, while you're bating your breath for the game, read our huge *GTA* feature over on page 54.

eBay Going, Going, Gone PlayStation auction action

Silent Hill nurse figure

This month's eBay section is special in that it contains things you might *actually want* – although this *Silent Hill* nurse figure would only be wanted by morbid souls. There's no denying how good it looks, though – nice blood, there, and good plastic bag work. It's the stuff of nightmares. Which is rather the point, obviously.



Sold $85.70 **Original Price** $75.00
Profit $10.70

Parappa stage set

It's quite possible this is the best piece of gaming merchandise ever: a *Parappa The Rapper* stage set with actual dancing characters. There's no rap from Master Onion, sadly, but you do get some kitsch and refreshing disco from PJ Berri. It's colourful and cuter than a box of baby kittens. Probably wouldn't do your street cred much good, but still.

Sold $61.00 **Original Price** $49.99
Profit $12.01

Colossus statue

And from the best piece of gaming merchandise ever to the second: this terrific statue of the first beast in *Shadow Of The Colossus*. It's nine inches tall, amazingly detailed and – squint at the pic and you'll see – includes a tiny model of the hero, replicating the enormous sense of scale that the game managed. Can we have a statue of the beardy, sad-eyed colossus next, please? Ta.

Sold $122.50 **Original Price** $89.99
Profit $32.51

ON THE DISC
See what PS3 is capable of on your free DVD

PS3 Playlist

TOP THREE

ELDER SCROLLS 4: OBLIVION
Pub Sony | **Dev** Insomniac
Web us.playstation.com
"An incredibly slick, exciting PS3 showcase. A beautiful vision of an alien-infested Britain. Terrific stuff."
PSM3 Rating 93%

RESISTANCE: FALL OF MAN
Pub Sony | **Dev** Insomniac
Web us.playstation.com
"An incredibly slick, exciting PS3 showcase. A beautiful vision of an alien-infested Britain. Terrific stuff."
PSM3 Rating 89%

MOTORSTORM
Pub Sony | **Dev** Evolution
Web motorstorm.com
"Tough, dynamic racing. A blistering thrill ride that makes good on all of PlayStation 3's promises."
PSM3 Rating 88%

FOUR TO SIX

VIRTUA FIGHTER 5
Pub Sega | **Dev** AM2
Web sega.com/vf5
"Perhaps the best scrapper ever, but *VF5* is *such* an acquired taste. Still, technically this is flawless."
PSM3 Rating 87%

VIRTUA TENNIS 3
Pub Sega | **Dev** Sumo
Web sega.com
"No online play, but still the best multi-player game on PS3. A must-buy for *Virtua Tennis* fans everywhere."
PSM3 Rating 85%

CALL OF DUTY 3
Pub Activision | **Dev** Treyarch
Web callofduty.com
"The only additions PS3 offers above the PS2 game is shinier, sharper graphics. Still, the next-gen starts here."
PSM3 Rating 82%

SEVEN TO NINE

TIGER WOODS 07
Pub EA | **Dev** EA
Web easports.com/tigerwoods07
"Still the best console golf game, but trapped in the bunker of its own success. It's all very familiar fare."
PSM3 Rating 81%

NBA STREET HOMECOURT
Pub EA | **Dev** EA Big
Web easports.com/nbastreet4
"More of a showing-off sim than anything, but a fun one at that. It makes you feel like The Man."
PSM3 Rating 80%

TONY HAWK'S PROJECT 8
Pub Activision | **Dev** Neversoft
Web tonyhawksproject8.com
"A solid, back-to-basics return to the glory days of the Hawk. He's still delivering the goods."
PSM3 Rating 80%

TEN AND ELEVEN

RIDGE RACER 7
Pub Sony | **Dev** Namco
Web ridgeracer7.net
"The ultimate *Ridge* – glowing with power and delivering exactly want you want."
PSM3 Rating 79%

FIGHT NIGHT ROUND 3
Pub EA | **Dev** EA
Web easports.com
"Fundamentally no different to the PlayStation 2 game, but worth it if you're new to *Round 3*."
PSM3 Rating 78%

PSM3'S MOST WANTED

AFRIKA
Pub Sony | **Dev** Sony
Web sony.com
Still shrouded in mystery. Will it link to *Home*? Do you take photos of animals? What, in fact, *is* it? More soon.

AVOID

MOBILE SUIT GUNDAM: TARGET IN SIGHT
"This is one of the worst games we've played for ages. A disgrace on pretty much every level."
PSM3 Rating 28%

FULL AUTO 2: BATTLELINES
"A budget PlayStation 2 game wearing its big sister's high-definition make-up. Stick to *Burnout*."
PSM3 Rating 36%

SONIC THE HEDGEHOG
"You'll start crying when you remember what Sonic games used to be like in the '90s."
PSM3 Rating 47%

Simply the worst The most duff games in history

ROAD RAGE

Jet Ion GP
Pub Ubisoft | **Dev** Gust
Web ubi.com
A *WipeOut* clone. 'Highlights' from our review in PSM#23 include "runs as smoothly as a cheese grater over your knee", "the ships look more like trigonometry tests", "retarded execution" and "graces PS2 like a nutty skid mark". Just hideous.
PSM3 Rating 07%

SHITEBOX

Fightbox
Pub BBC Multimedia | **Dev** BBC
Web bbc.co.uk
Not many Western developers attempt mech-based scrappers and, if this is the best they can do, *Fightbox* is why. Based round a rubbish BBC series, this is the most unworkable scrapper of all time. We pay our licence fee for this?
PSM3 Rating 11%

RED CARD

International League Soccer
Pub Taito | **Dev** Taito
Web taito.co.jp
Terrible tackling, a ball that barely moves when it's on the ground but floats through the air like its loaded with helium, outrageously good computer players. Awful. The Roy Keane endorsement tops it off.
PSM3 Rating 08%

Got a PS3 question? Then we'll answer it. Send your next-gen console queries to psm3@futurenet.co.uk. Subject line: "PS3 question!"

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Movies for your console

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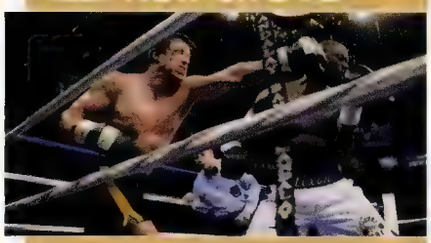


Rocky Balboa

Director Sylvester Stallone | **Starring** Sylvester Stallone, Burt Young, Antonio Tarver

It's Rocky so this is, by definition, ace – even though it seems to take an age to get to the climactic comeback fight scene. But when it does, it's more exciting than if you'd downed six bathfuls of Sunny Delight and twelve sticks of candy floss.

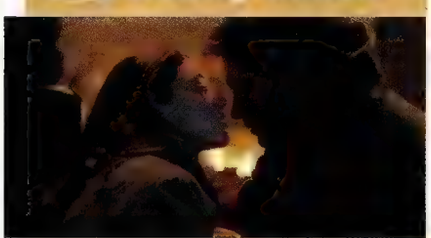
UMD selection

The Pursuit Of Happyness

Director Gabriele Muccino | **Starring** Will Smith, Jaden Smith, Thandie Newton, Brian Howe

Sorry. We know you probably don't want to actually watch this depressing drama – Will Smith tries to keep his family together amid traumas like homelessness and prison time – on your PSP, but once again, there's only one movie out on UMD this month, and this is it. It's not bad, in particular, and quite touching in places, but face it – this sort of thing wasn't what Sony had in mind when they invented the UMD format.

Blu-ray choice



The Day After Tomorrow

Director: Roland Emmerich | **Starring** Dennis Quaid, Jake Gyllenhaall, Emmy Rossum, Dash Mihok

Another film that properly showcases the spectacular detail your average Blu-ray disc can supply. A load of global warming-related disasters occur, looking more sumptuous on your HDTV than a packet of Rolos to a starving man. Huge floods rage across the screen, storms squall, lightning flashes... it's incredibly attractive and is, as they say, a feast for the eyes. A shame the rest of the movie is a bit on the pump side of things, mind.

PSM3 Tunes Where you get great music for free

Electrified

Dressy Bessy

Fizzy, staccato rock that's the musical equivalent of a Refreshers bar – sugary, but sharp, and probably a bit too addictive.

Get it: myspace.com/dressybessy

Flash Formation

The Go Team

A remix, this one, by Kevin Shields of My Bloody Valentine/Primal Scream fame. Still the pop magic you love, mind, from the band you'll hear on the *Little Big Planet* trailer.

Get it: freeindie.com

Wake Up

The Living End

They're not exactly popular over here, but Australians The Living End are huge in their home country. Thumping, shouty and infectious rock.

Get it: mtv.com/downloads

Cupid's Chokehold

Gym Class Heroes

One of those bands that attempts to cross indie rock with hip-hop, but for once it actually works. Slow-paced and relaxed, but with a chorus that explodes inside your head and stays there.

Get it: mtva.com/#downloads

Smile (live)

Lily Allen

If you're not sick of Smile already, then why not get download this live version for the price of a breath of fresh air? That's 'free', by the way. We're not charged for breathing. Yet.

Get it: mtv.com/downloads

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Web nikkorada.com

R2-D2 Webcam

Best. Thing. *Ever*

If there's anything the webcam you use at home now is missing, it's that it doesn't look like R2-D2. Fortunately, this problem has finally been solved.

This USB R2-D2 webcam does more than just look like everyone's favourite bleeping wheelie-bin, though. It's remote-controlled for a start – via the bundled lightsaber, fantastically – so you can record your own masterpieces and broadcast them over the web. Here's a thought: you could get all your mates round for a session on *SingStar* PS3 (when it comes out, that is) and sent R2-D2 scuttling about, recording you making prats of yourselves. Far better than simply videoing your efforts through a boringly static EyeToy. Then you can upload your work to the *SingStar* servers, and people will fall over in admiration/hilarity at your musical 'efforts'.

The price has yet to be confirmed – it doesn't launch until June – but we already want this more than *GTAIV*. Well, *nearly*.

PSM3 BUY IT

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Latin girls looking for close encounter Hot body & mind No strings any age/race
High text demand in London, Midlands, Manchester Scotland and Shires
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High text demand in London, Midlands, Manchester Scotland and Shires
Dark hair, big firm chested girls looking for a fun mate No strings as returning back in a year
High text demand in London, Midlands, Yorkshire Liverpool Scotland and Cardiff
Love mad and sensual girls seeks guys for fast sales & excitement
High text demand in Manchester, Birmingham, London, S.E. N.E. Shires Scotland and Cardiff
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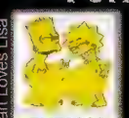
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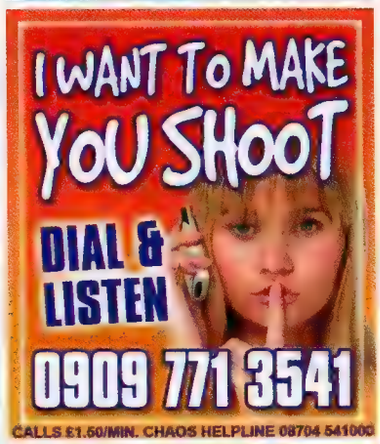

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5 things to remember this month

Kane & Lynch are truly psychotic
"Kane gets out his knife and slashes the corpse's face"
page 22

There's lots more to learn about GTAIV
"The trailer merely scratches the surface"
page 54

Tomb Raider is back to its best
"It's a welcome return for PlayStation's first lady"
page 66

Being naked is fun, in Oblivion and life
"This spell strips everyone down to their undercrackers"
page 86

Gaming kills childhood
"Children are more likely to injure themselves playing games than falling from trees"
page 100

Next issue on sale
Thursday June 7

1. **Tony Hawk's Project 9 - First look at Hawk's latest**
2. *Pirates Of The Caribbean* - Captain Jack's PS3 swashbuckler raided and rated.
3. *Grand Theft Auto IV* - get the first independent verdict on *GTAIV*'s genuine in-game action.
4. *Ninja Gaiden Sigma* - first PS3 review of the hardest game in the universe.
5. And why *Michigan* is the most overlooked snuff porn news reporting horror game ever.

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Last Laugh

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ABC PSM3 26,584
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Game celebs out and about!

GTAIV's Niko and his billionaire cousin Roman... NABBED!

Here's a photo of mysterious Eastern European immigrant Niko Bellic – currently the talk of the gaming world – at a footie match with impossibly rich Chelsea chairman Roman Abramovich, who is reportedly his *cousin*. Yes, we all thought that Niko's cousin, who brings him to Liberty City in *Grand Theft Auto IV*, was lying about his wealth, but he's actually MINTED. After the match, Niko was spotted joyriding around West London in a stolen Vauxhall Corsa, running over pedestrians and picking up hookers. Roman Abramovich, however, elected to stay at home and wipe his arse with fivers. Have YOU nabbed a celeb? Send us your grainy mobile phone photos NOW!

It's Cash!

Here's lunatic James Cash, spotted after shopping at *three* different supermarkets in Timpley. But he wasn't buying food – just stocking up on plastic bags. Why? We reckon he's yet to get over his *Manhunt* days and is planning another choking spree. Oh, James, when *will* you learn?

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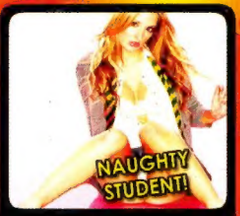

NAUGHTY STUDENT!

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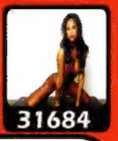

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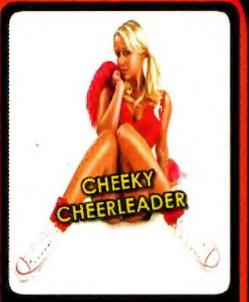

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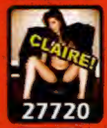

CLAIRE!

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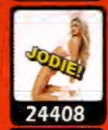
11718

44644

YOUR MUM WAS GRRRREAT!

44660

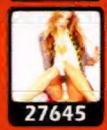


JODIE!

24408

I DO ALL MY OWN STUNTS

44657



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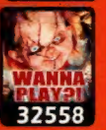

WANNA PLAY?!

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ADRIAN!!!

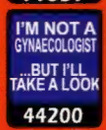
45168

SWALLOW Or it's going in your Eye!

42571

durex BECAUSE YOU DONT KNOW WHERE SHES BEEN

29580



I'M NOT A GYNAECOLOGIST ...BUT I'LL TAKE A LOOK

44200

44962

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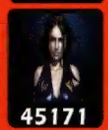


45171

29098

SEX WHEN IT'S GOOD, IT'S REALLY GOOD WHEN IT'S BAD, IT'S STILL PRETTY GOOD

41095

WE HAD YOUR MUM!!

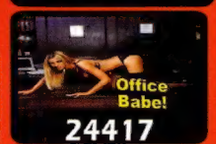
42182

JENNIFER ELLISON!

30826

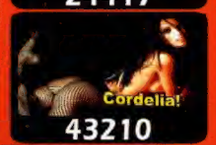
LUCY PINDER!

30220



Office Babe!

24417



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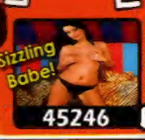

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